Special Hands	Fan	*
Pairs: Seven unique pairs	4	С
Nine Gates: 111 and 999, 2-8 in one suit, any tile paired	10	С
All Honors: Four pungs plus a pair of Winds and/or Dragons	10	Х
All Terminals: Four pungs plus a pair of all 1's and 9's	10	Х
Thirteen Orphans: One of each Honor, 1 and 9 of each suit	10	С
plus any tile paired		
Little Four Winds: Pung of three Winds, pair of fourth Wind	10	Х
plus any pung or chow		
Big Four Winds: Pung of each Wind plus any pair	10	Х
Little Three Dragons: Two pungs of Dragons, pair of third	4	Х
Dragon plus any two pungs or chows		
Three Great Scholars: Pungs of each Dragon with any set	10	Х
plus a pair		
Jade Dragon: Pung of Green Dragons with three pungs and	10	Х
a pair of Bams		
Ruby Dragon: Pung of Red Dragons with three pungs and a	10	Х
pair of Cracks		
Pearl Dragon: Pung of White Dragons with three pungs and	10	Х
a pair of Dots		
Hidden Treasure: Four concealed pungs, last tile self-drawn	10	С
All Kongs: Four kongs plus any pair	10	Х
Heavenly Hand: East wins on dealt hand	10	С
Earthly Hand: Any player wins on first discard	10	С
* C Concealed, X Exposed		

When someone declares mahjong, they receive a payout from opponents. Using the scoring tables, the winner identifies components of their hand to get the total fan. Special hands already have the total fan calculated. Next, they use the table to the right to convert total fan to points which is paid 1-to-1 value in chips. Most groups use poker chips for payment.

Simples

Another common method of payment is 10¢ per point.

Standard Scoring Flowers and Seasons	Fa
No Flowers	
Own Flower or Season	
Set of Flowers	
1 PLUM, 2 ORC, 3 CRYS, 4 BAM	1 SPR, 2 SUM, 3 AUT, 4 WI
Winds and Dragons	
Pung of Dragons	
Pung of Own or Prevailing Wind	
Whole Hand	
All chows	
All pungs	
One suit and Honors (Half Flush)	
One suit only (Flush)	
Win	
By supplement tile	
By last tile of wall	
By last discard	
By self-pick	
By robbing a Kong (tile extending a kon	g at the time of the exposure)
Penalties	
Win by self-draw, other players pay dou	ble
Win by discard, other players pay but or	nly discarding player pays double

Fan	Points	Payout by Discard	Payout by Self-Pick
0	1	1+1+2=4	0
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
4-6	16	16+16+32=64	32+32+32=96
7-9	32	32+32+64=128	64+64+64=192
10+	64	64+64+128=256	128+128+128=384



Honors

Terminal

Scoring

Terminal

Basic Instructions

Set Up

- Find your seat (one of many variations)
 - Place one of each Wind tile plus the White Dragon face down in the center of the table; each player will pick a tile and reveal it in turn; if a player picks the White dragon, they pick a second tile.
 - The White dragon represents temporary East seat. The player who picked the East Wind tile sits in that seat. The other players seat themselves in order (ESWN) based on their tile.
 - East rolls the dice and counts players, starting with the East seat, the number on the dice then that player rolls the dice and counts in the same way thus identifying the first dealer.
- Mix all the tiles then stack them faced down 18 wide and 2 high in front of each player; walls are then pushed at a 30° angle towards the center of the table to form an inner square.

Deal the Tiles

- East rolls two dice then they count the sum from their wall counterclockwise. The player at that wall counts from right-to-left the same number and they create a break in the wall.
- East takes two stacks of tiles (four tiles) to the left of the break, the player on the right takes the next two stacks and so on until each player has 12 tiles. Then East takes the top 1 & 3 tiles then each player takes one tile.
- Players expose Flowers then draw replacement tiles from the Flower wall beginning with East followed by players in counterclockwise order.

Play

- The object of the game is to complete a special hand or a hand consisting of four blocks and a pair. This player declares "mahjong".
- East discards a tile to start the game. Players can claim a discarded tile if they have tiles in-hand to complete a block (i.e. set, meld):
 - Chow: 3 in sequence; claim discards only from left player.
 - Pung: 3 of a kind; claim discards from any player.
 - Kong: 4 of a kind; claim discards from any player, also need to take a replacement tile from the flower wall.
- If a discard is unclaimed, the player to the right picks a tile from the wall and so on. The game ends when a player declares mahjong or the tiles in the wall are depleted.
- There are four rounds, one for each wind starting with East. If East wins the dice are kept, otherwise the dice are passed to the next player. When the dice return to the original East, the next round begins.





Instructions for long term use:

- 1. Print double-sided on 60 lb cardstock
- 2. Cut above the dotted line then trim edges to create a consistent margin
- 3. Fold



Quick Reference

Cantonese Mahjong Hong Kong Old Style