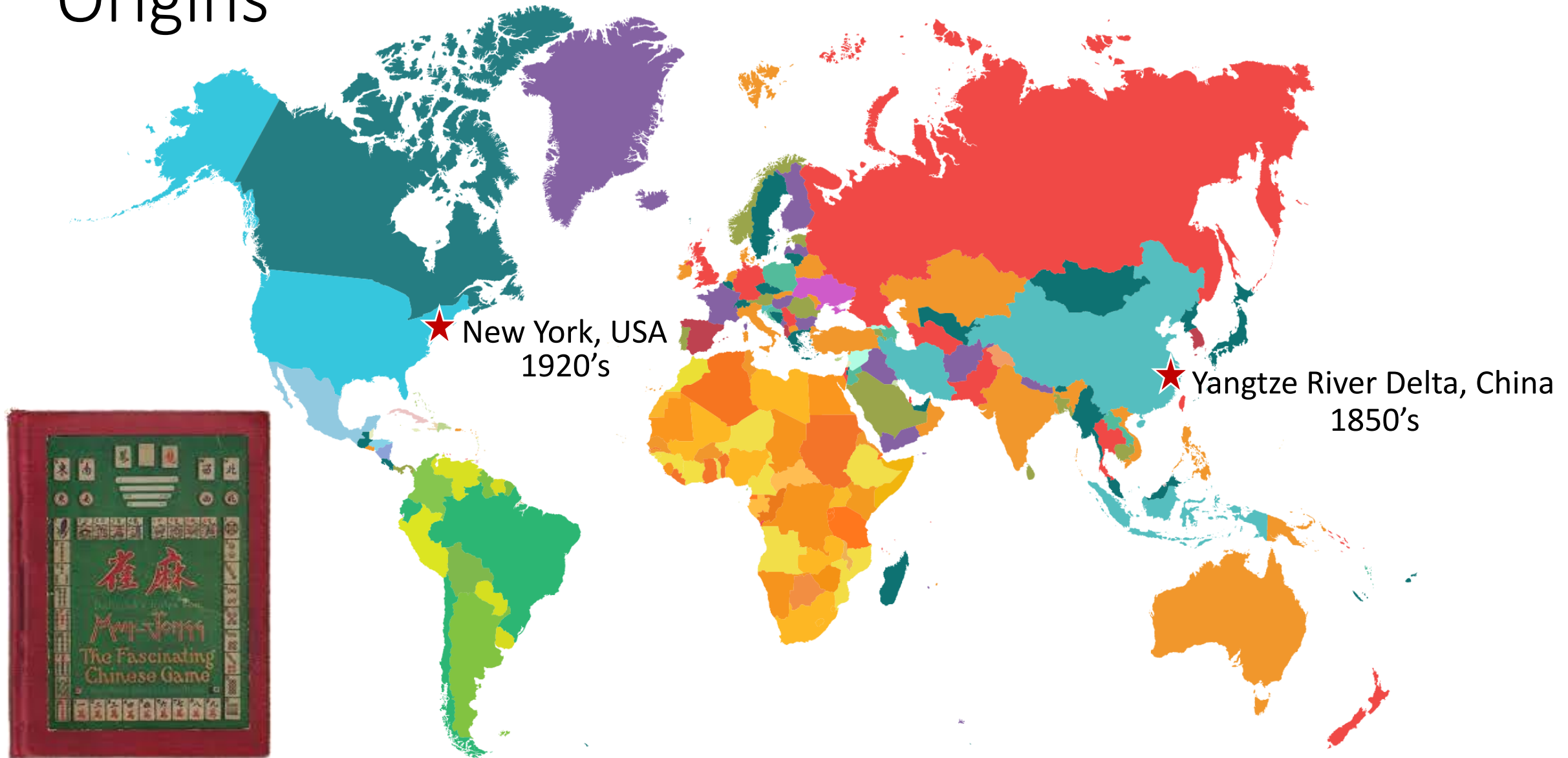


A close-up photograph of Mahjong tiles on a green felt table. A hand is visible on the right, holding a white tile with a green border. Several other tiles are scattered around, some showing Chinese characters like '萬' (Man) and '伍' (Five). The background is slightly blurred, focusing on the tiles and the hand.

INTRODUCTION TO HONG KONG MAHJONG

*Everything you need to
know to play and win!*

Origins



Introduction

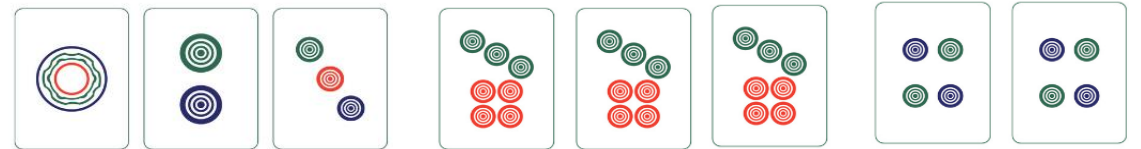
Mahjong is a 4-player, tile melding game like Rummy.

The object of the game is to be the first player to complete a hand consisting of blocks of three or four tiles with a pair by drawing tiles or claiming discards which require a meld.

meld
verb

[/meld/](#)

1.blend; combine.



Phase 1



Getting Started

Phase 1

In this phase, you will need one block with a pair.

The block can be either a...

A discard can be claimed only from the player on the left.

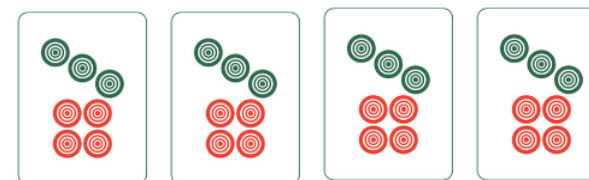
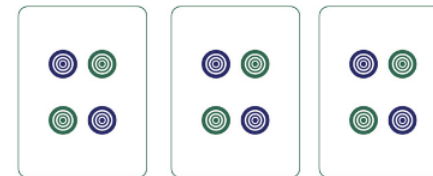
*A discard can be claimed from any player.
Turns may be skipped.*

*A replacement tile is taken from the draw pile
when a kong is declared.*

Chow

Pung

Kong



Phase 2



Getting Started

Phase 2

In this phase, you will need two blocks with a pair.

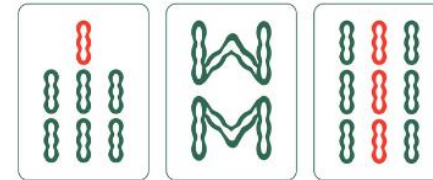
The blocks can be either a...

A discard can be claimed only from the player on the left.

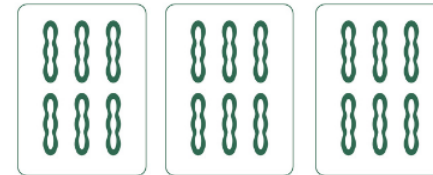
*A discard can be claimed from any player.
Turns may be skipped.*

*A replacement tile is taken from the draw pile
when a kong is declared.*

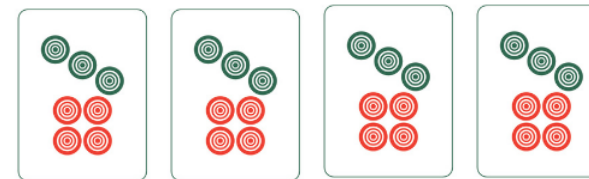
Chow



Pung



Kong



Phase 3



Getting Started

Phase 3

In this phase, you will need four blocks with a pair.

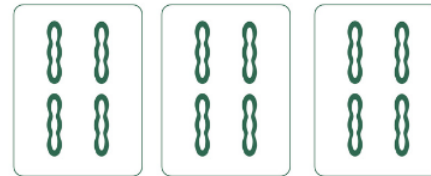
The blocks can be either a...

A discard can be claimed only from the player on the left.

*A discard can be claimed from any player.
Turns may be skipped.*

*A replacement tile is taken from the draw pile
when a kong is declared.*

{ Chow
Pung
Kong



Phase 4



Getting Started

Phase 4

In this phase, you will need four blocks with a pair.

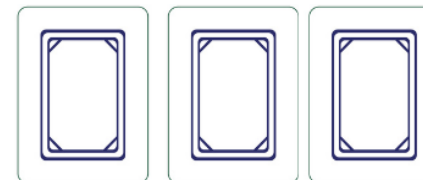
The blocks can be either a...

A discard can be claimed only from the player on the left.

*A discard can be claimed from any player.
Turns may be skipped.*

*A replacement tile is taken from the draw pile
when a kong is declared.*

{ Chow
{ Pung
{ Kong



Phase 5



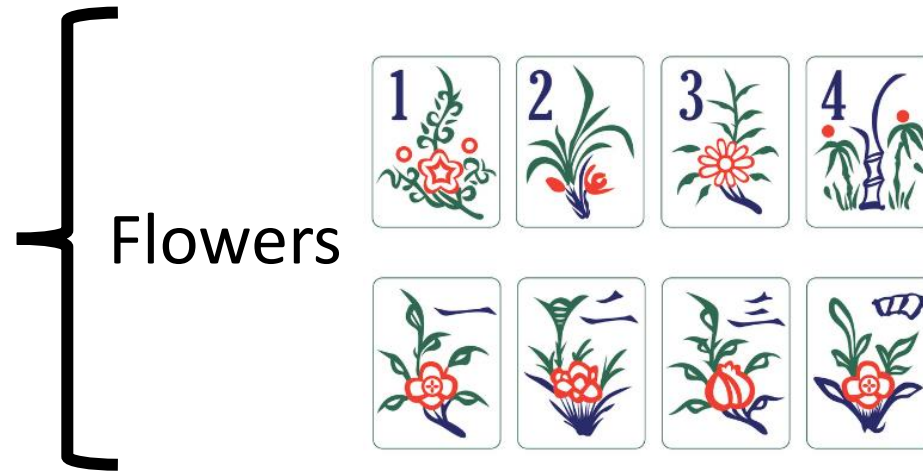
Getting Started

Phase 5

In this phase, you will need four blocks with a pair.

Flowers are bonus tiles.

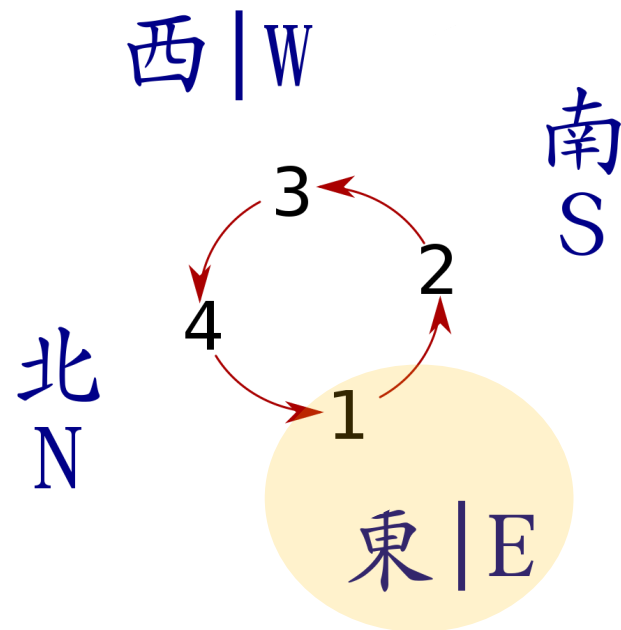
If you draw a Flower, expose it then draw a replacement tile.





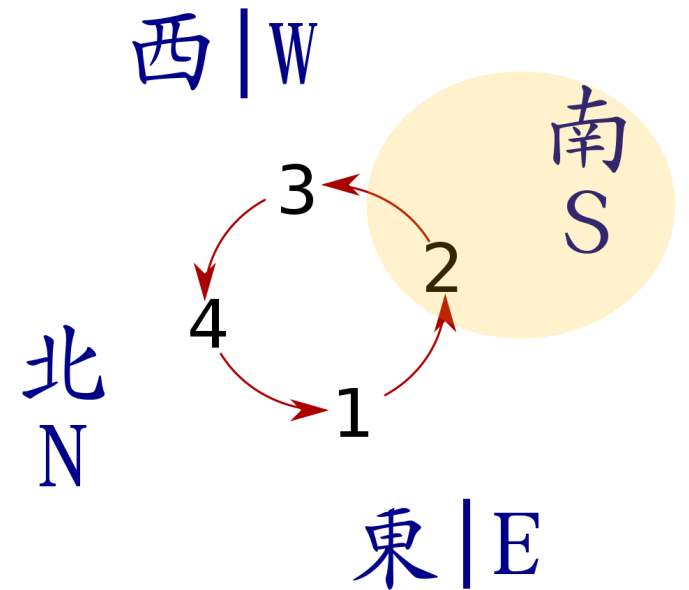
Setup

- Each player sits on one side of a card table.
- Each player is assigned a “seat Wind” in counterclockwise order:
 - Player 1 is East



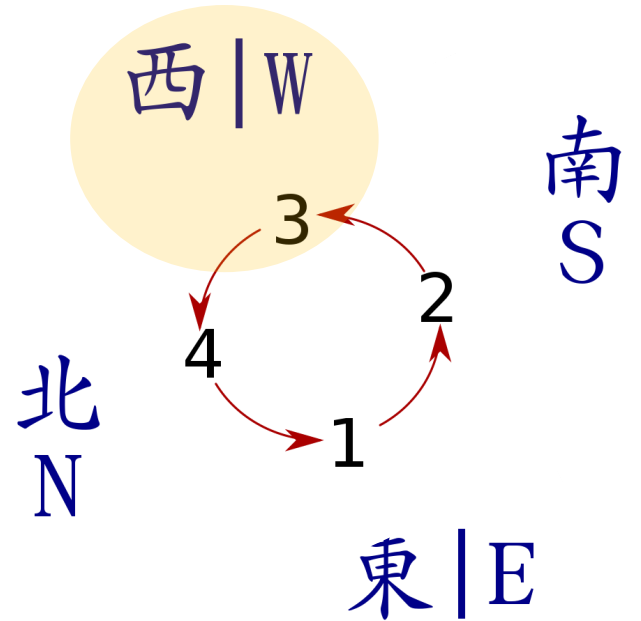
Setup

- Each player sits on one side of a card table.
- Each player is assigned a “seat Wind” in counterclockwise order:
 - Player 1 is East
 - Player 2 is South



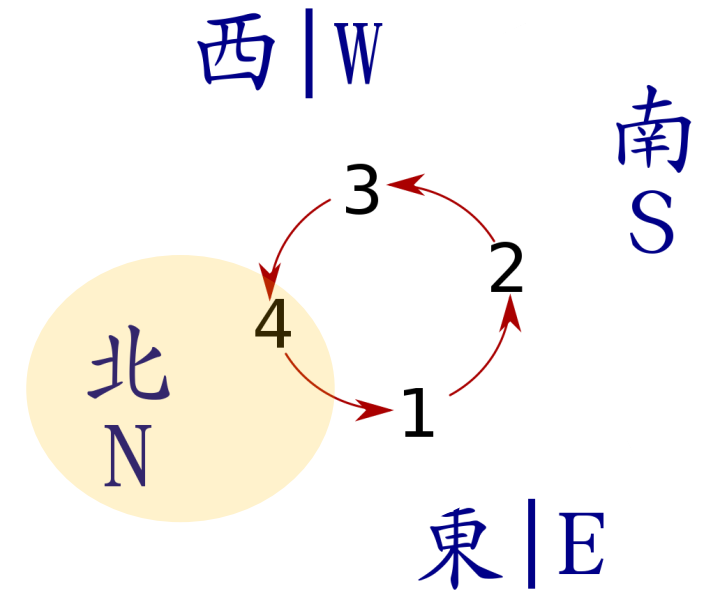
Setup

- Each player sits on one side of a card table.
- Each player is assigned a “seat Wind” in counterclockwise order:
 - Player 1 is East
 - Player 2 is South
 - Player 3 is West



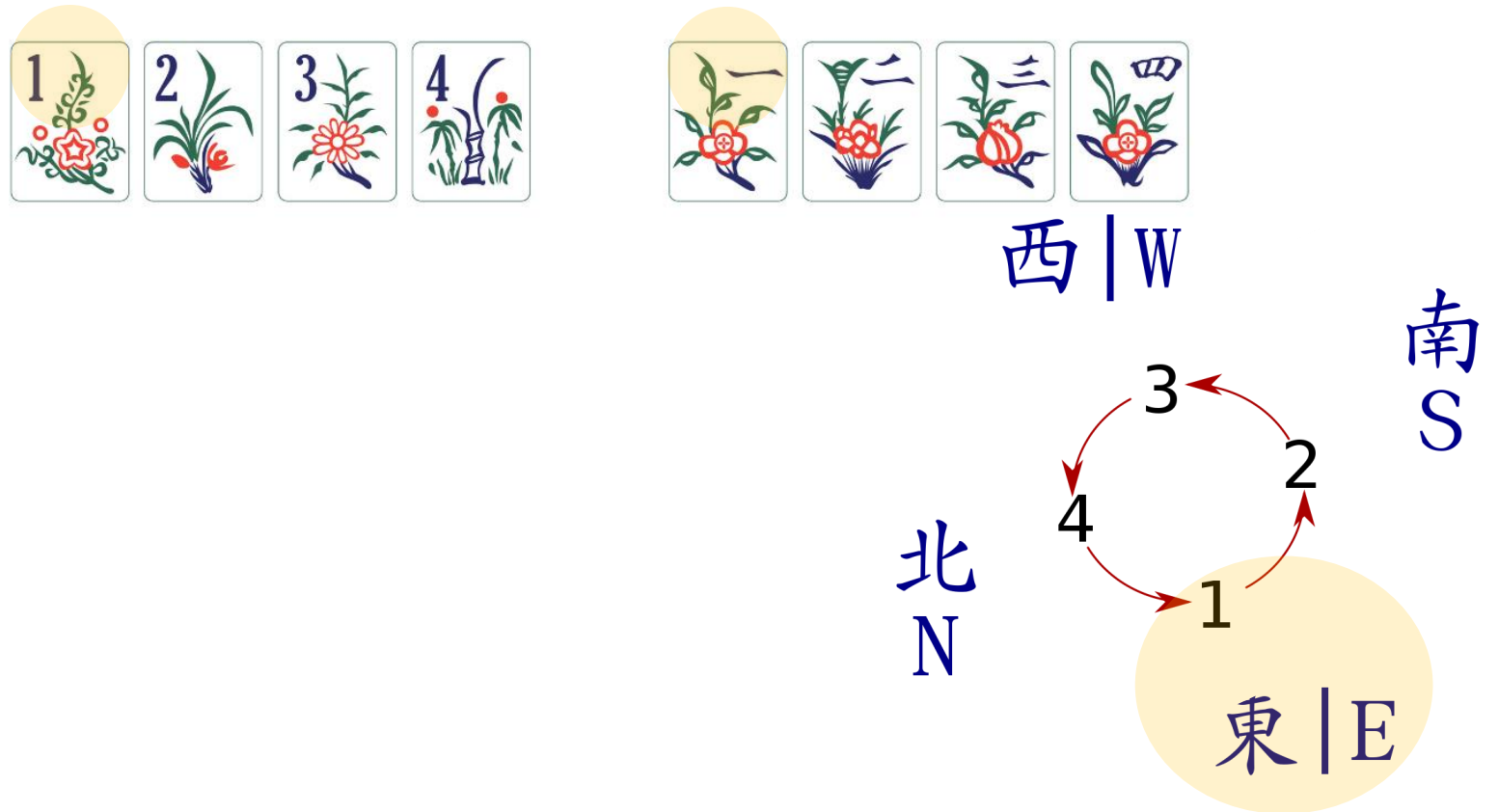
Setup

- Each player sits on one side of a card table.
- Each player is assigned a “seat Wind” in counterclockwise order:
 - Player 1 is East
 - Player 2 is South
 - Player 3 is West
 - Player 4 is North



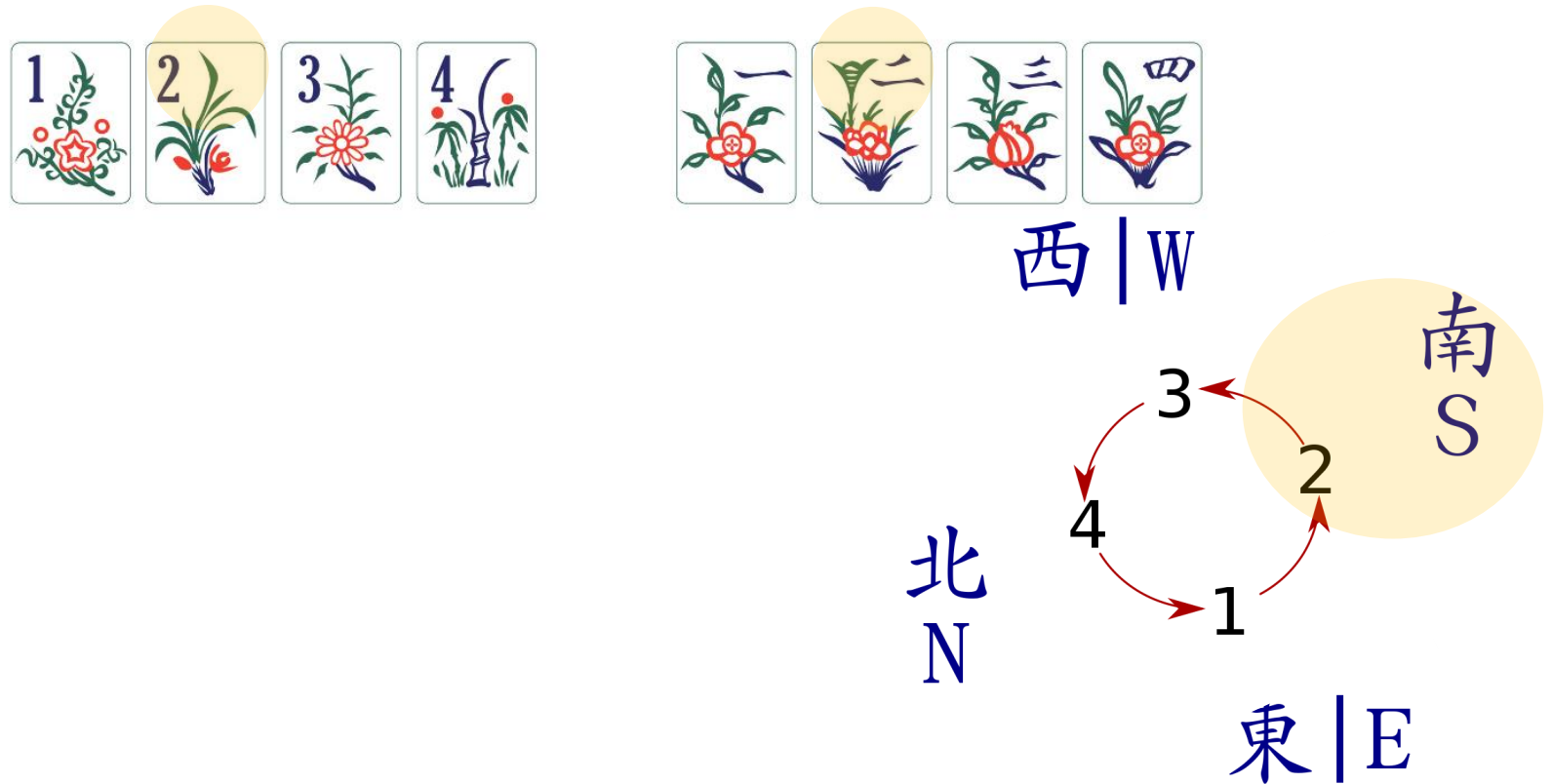
Setup

- Each player sits on one side of a card table.
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 - Player 2 is South
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 - Player 4 is North



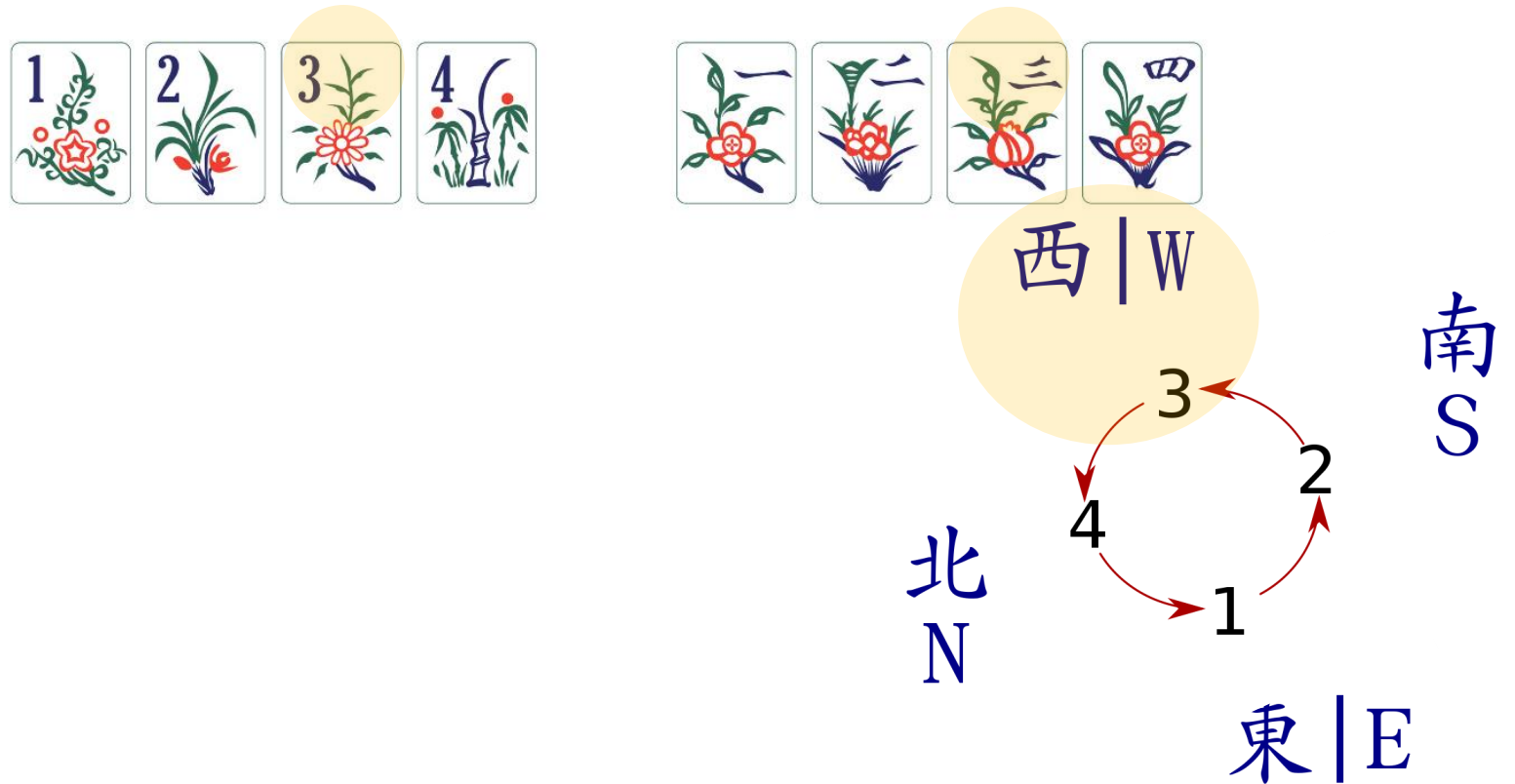
Setup

- Each player sits on one side of a card table.
- Each player is assigned a “seat Wind” in counterclockwise order:
 - Player 1 is East
 - Player 2 is South
 - Player 3 is West
 - Player 4 is North



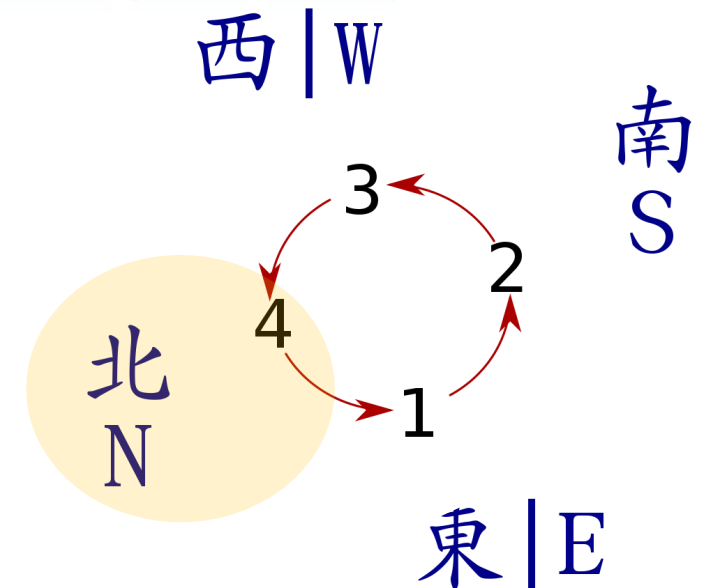
Setup

- Each player sits on one side of a card table.
- Each player is assigned a “seat Wind” in counterclockwise order:
 - Player 1 is East
 - Player 2 is South
 - Player 3 is West
 - Player 4 is North



Setup

- Each player sits on one side of a card table.
- Each player is assigned a “seat Wind” in counterclockwise order:
 - Player 1 is East
 - Player 2 is South
 - Player 3 is West
 - Player 4 is North



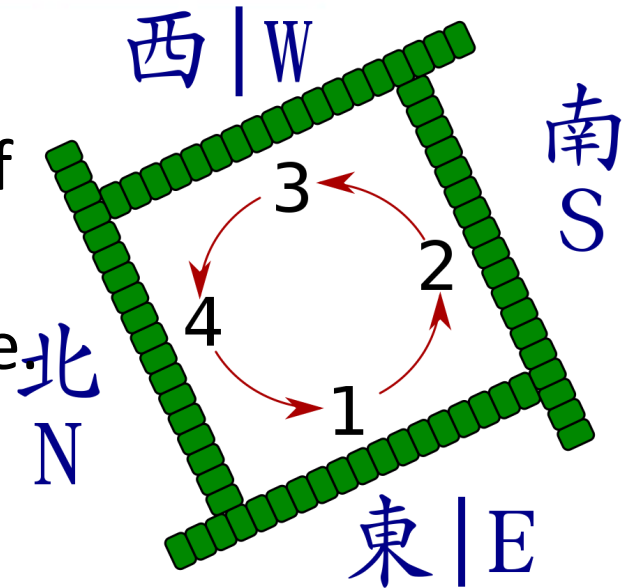
Setup

- Each player sits on one side of a card table.
- Each player is assigned a “seat Wind” in counterclockwise order:

- Player 1 is East
- Player 2 is South
- Player 3 is West
- Player 4 is North



- Tiles are mixed and built into walls, one in front of each player, 18 tiles wide and 2 tiles high.
- Typically, the tiles are skewed in a 30-degree angle

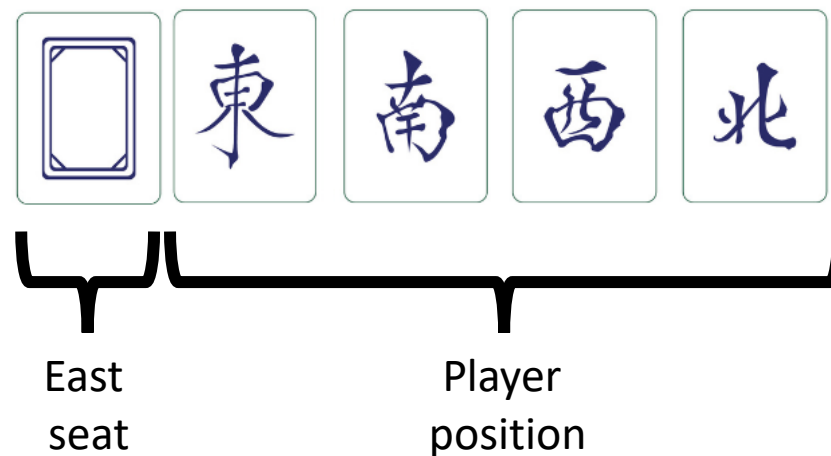
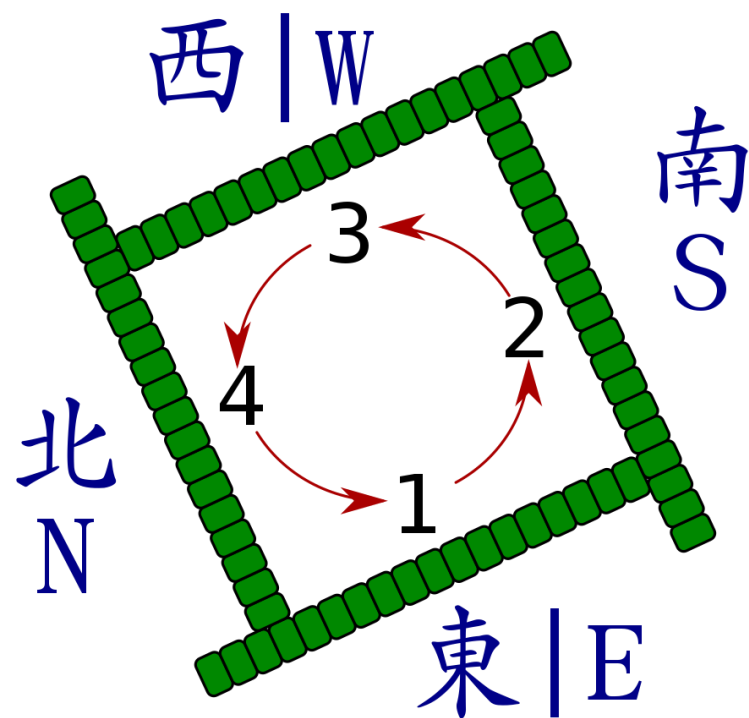


Playing the Game

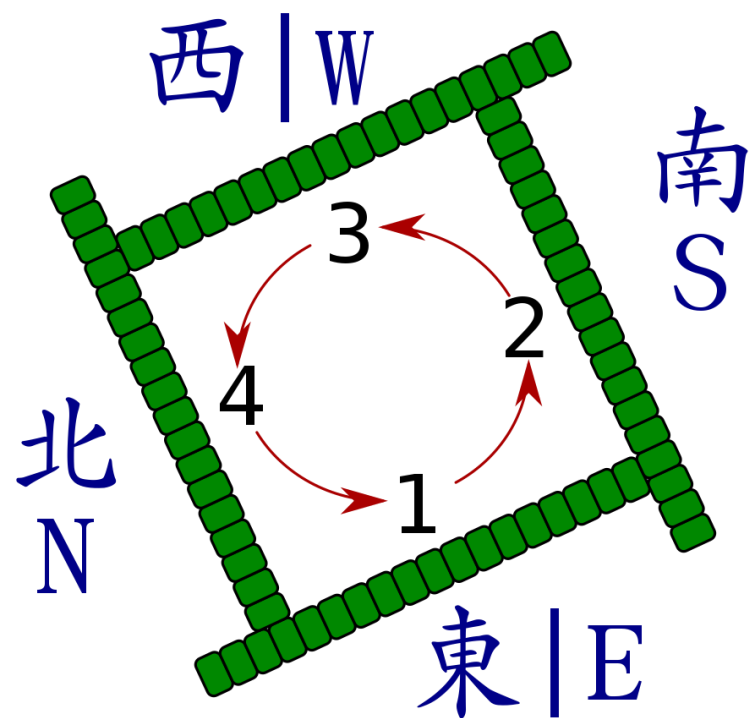
- The game is played in rounds represented by a Wind.
- East rolls the dice to break the wall. If they win, they keep the dice. If they lose, the dice go to the next player.
- When the dice get back to the original East, a new round begins.



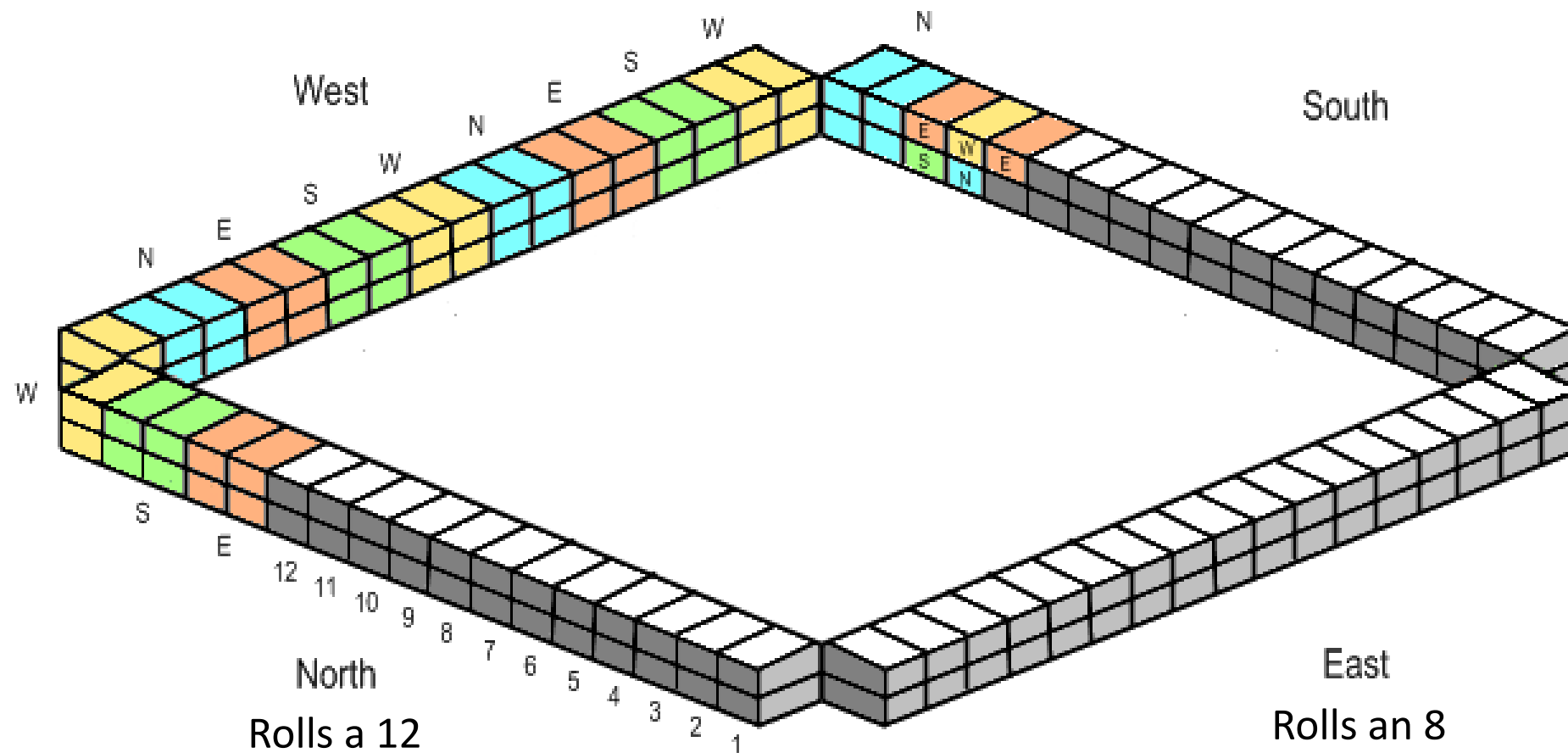
Determining Seats



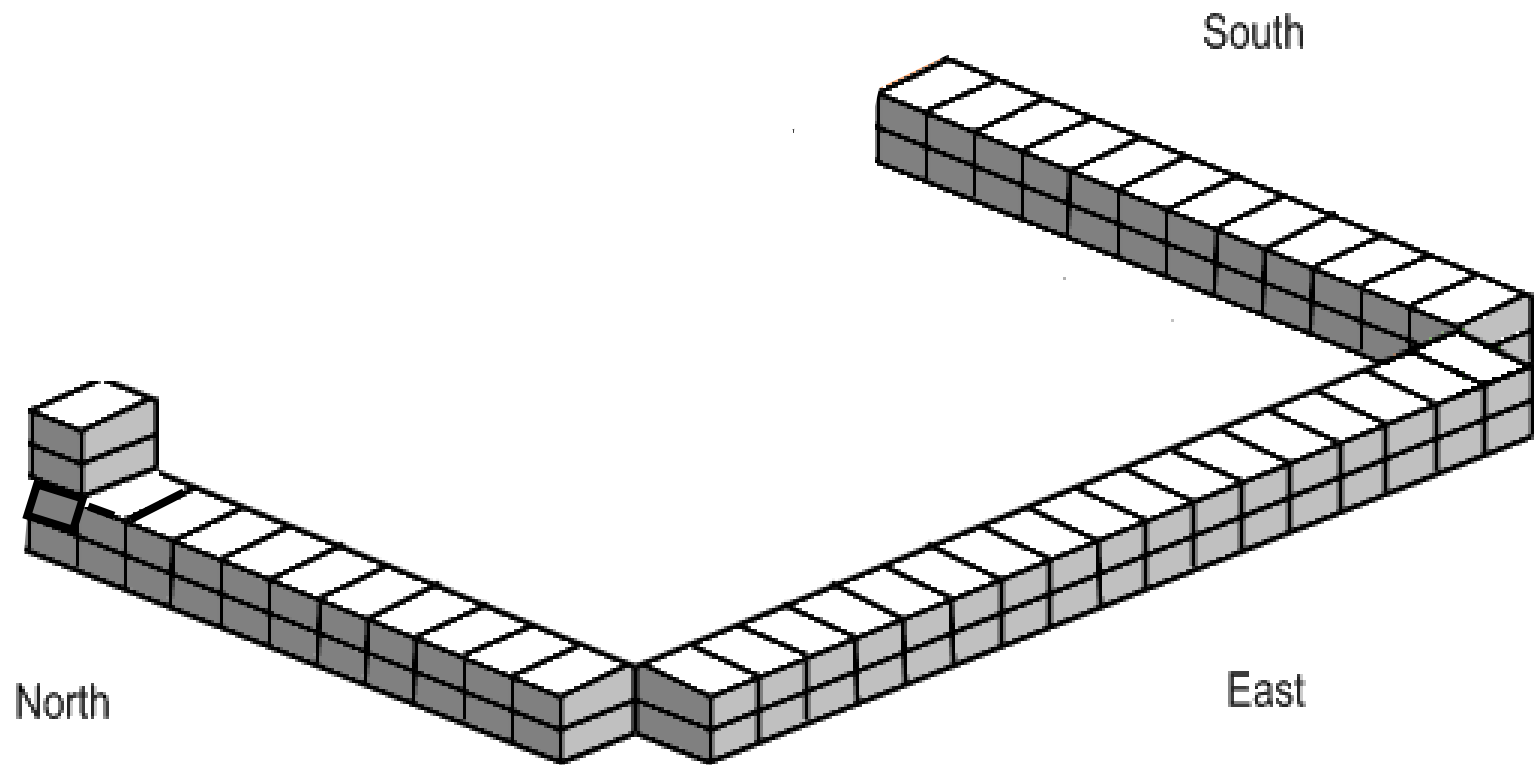
Determining Seats



Dealing the Tiles

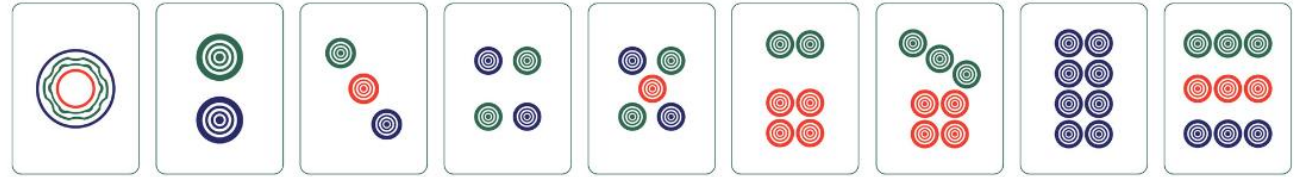


Supplement Tiles

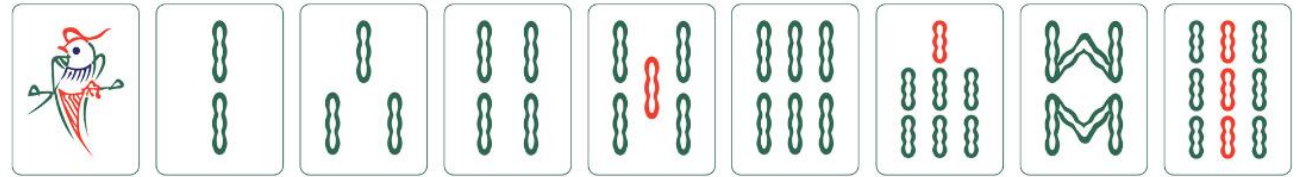


Tiles

Tong, **Dots**, Coins, Circles, Stones



Sou, Bamboos, **Bams**, Strings, Sticks



Wan, Characters, **Cracks**, Myriad

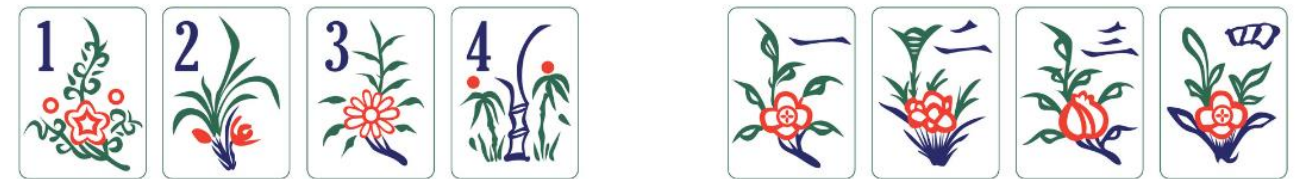


Honors: **Dragons**, Winds



Bonus: **Flowers**, Seasons

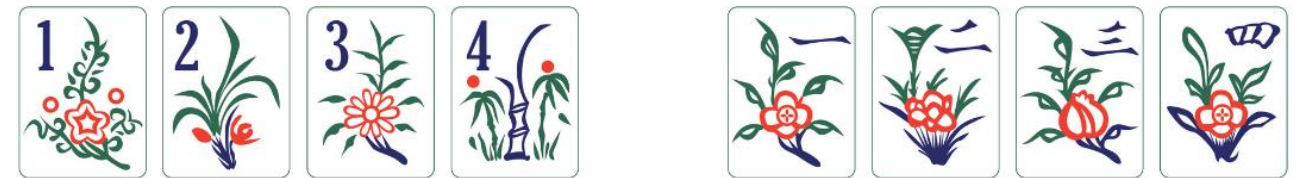
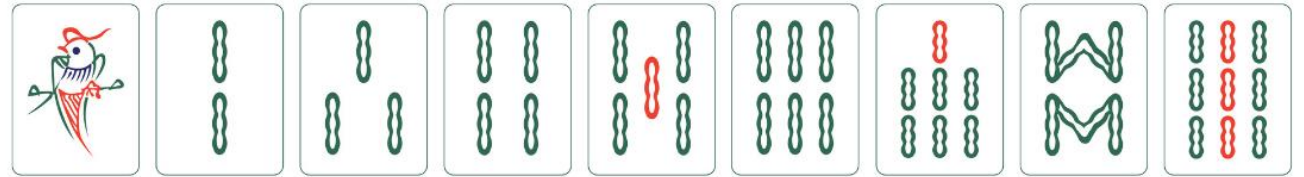
When a Flower is picked, it's exposed immediately, and a replacement tile is taken from the back of the wall.



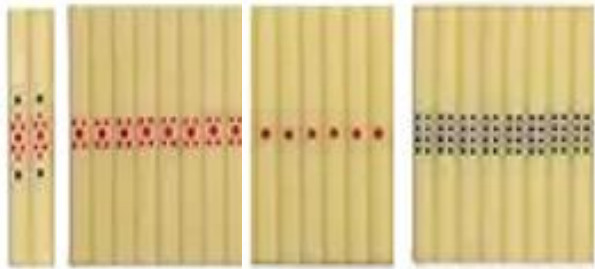
Other Equipment



Bank Roll \$10
 Red \$0.05 (8)
 Blue \$0.10 (6)
 Green 0.25 (6)
 White \$0.50 (5)
 Yellow \$1.00 (5)



Other Equipment



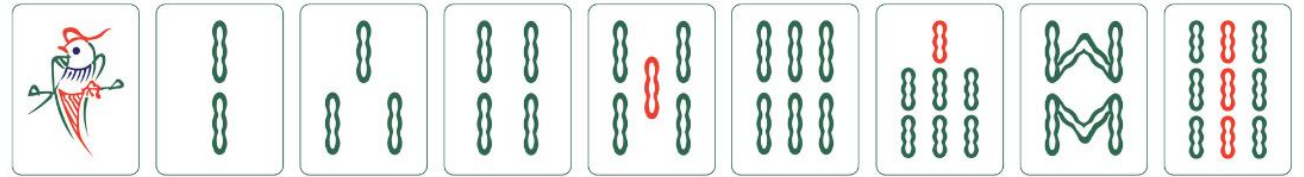
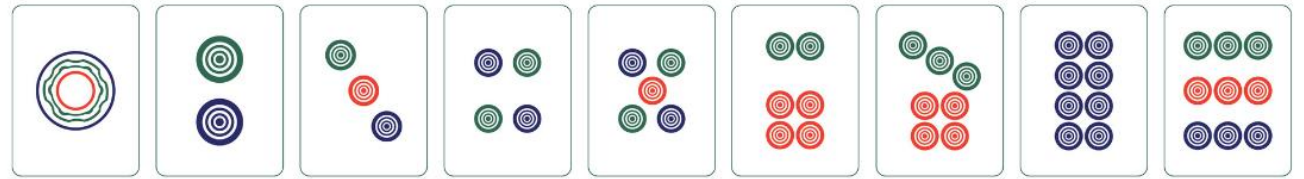
Bank Roll \$5

9 dots \$1.00 (2)

5 dots \$0.25 (8)

1 dot \$0.10 (6)

8 dots \$0.05 (8)



Building a Hand

A standard hand has 14 tiles consisting of 4 blocks and a pair.

The four blocks can be concealed or melded.

Concealed blocks are made by drawing a tile from the wall.

Melded blocks are exposed after claiming a discard from another player.

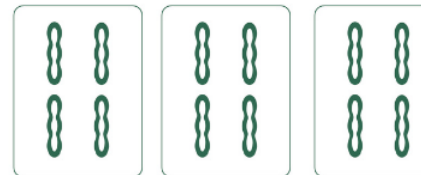
A discard can be claimed only from the player on the left.

Chow



*A discard can be claimed from any player.
Turns may be skipped.*

Pung



A replacement tile is taken from the back of the wall when a kong is declared.

Kong



Game over

WIN

DRAW

Mix & Build



Scoring

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.



Quick Reference

Cantonese Mahjong

Hong Kong Old Style



Scoring

Standard Scoring	Fan
Flowers and Seasons	
No Flowers.....	1
Own Flower or Season	1
Set of Flowers	2
1 PLUM, 2 ORC, 3 CRY, 4 BAM	1 SPR, 2 SUM, 3 AUT, 4 WIN
Winds and Dragons	
Pung of Dragons	1
Pung of Own or Prevailing Wind	1
Whole Hand	
All chows	1
All pungs	3
One suit and Honors (Half Flush)	3
One suit only (Flush)	6
Win	
By supplement tile	1
By last tile of wall	1
By last discard.....	1
By self-pick.....	1
By robbing a Kong (tile extending a kong at the time of the exposure)	1
Penalties	
Win by self-draw, other players pay double	
Win by discard, other players pay but only discarding player pays double	

Scoring

Scoring

The player who declares "mahjong" receives a payout from their opponents. Using the scoring table above and to the right, the winner will identify scoring elements in their hand to calculate the total fan. Once they have their total fan, they use the table to the right to convert total fan to points which is paid in a 1-to-1 value in chips. Special hands already have the total fan identified.

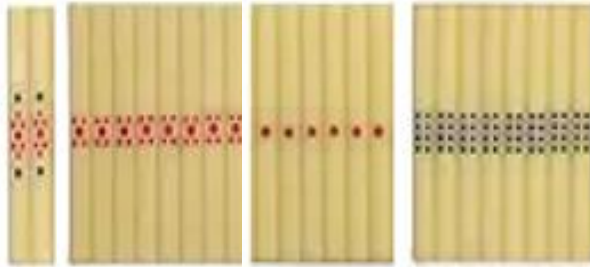
Scoring

Fan	Points
0	1
1	2
2	4
3	8
4-6	16
7-9	32
10+	64

Payout by Discard	Payout by Self-Pick
$1+1+2=4$	0
$2+2+4=8$	$4+4+4=12$
$4+4+8=16$	$8+8+8=24$
$8+8+16=32$	$16+16+16=48$
$16+16+32=64$	$32+32+32=96$
$32+32+64=128$	$64+64+64=192$
$64+64+128=256$	$128+128+128=384$

Scoring

Fan
0
1
2
3
4-6
7-9
10+



Bank Roll \$5

9 dots \$1.00 (2)

5 dots \$0.25 (8)

1 dot \$0.10 (6)

8 dots \$0.05 (8)

Nickel per fan

Scoring



Scoring

Chicken hand

noun

chick·en | \ 'chi-kən \ 'hand \

1. A hand that does not qualify for any of the scoring patterns.



Scoring

Chicken hands are very easy to make so they increase the luck factor in the game.

Therefore, most rulesets and house rules prohibit them.



Scoring

Minimum Fan

Scoring

Minimum Fan

Beginner



1 fan

Experienced



3 fan

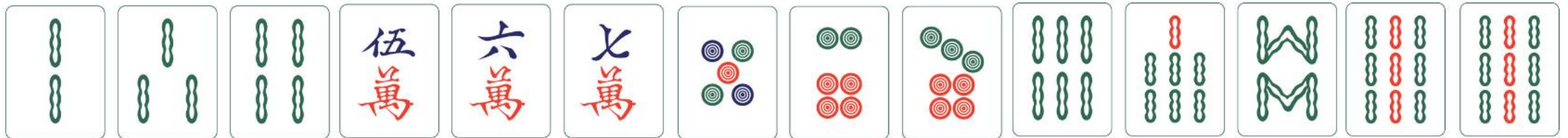
The higher the minimum, the greater the focus on hand-value and strategy.

Scoring – Standard Hand



Chicken Hand 0 Fan

Scoring – Standard Hand



All Chow 1 Fan

Scoring – Standard Hand



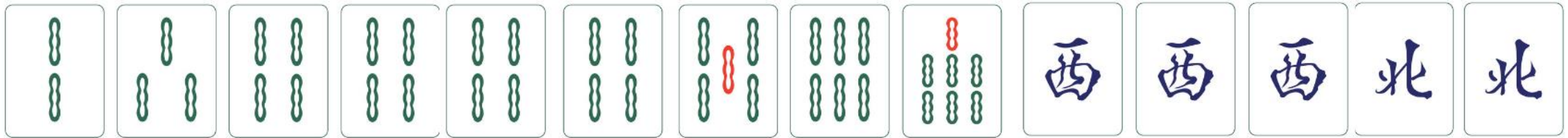
All Pung 3 Fan

Scoring – Standard Hand



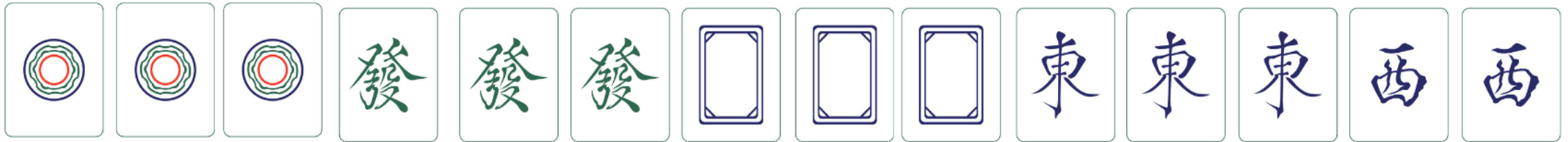
Half Flush 3 Fan

Scoring – Standard Hand



Half Flush with a Pung of Seat Wind 4 Fan

Scoring – Standard Hand



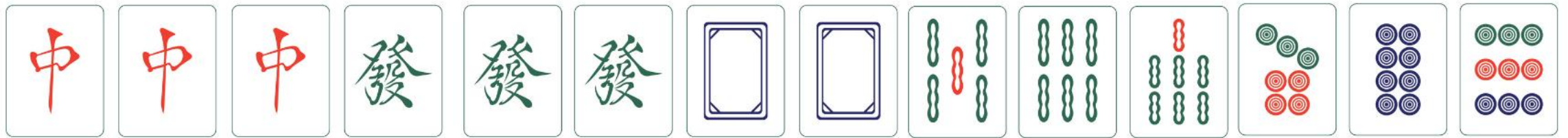
Half Flush with two Pungs of Dragons and Pung of Wind of the Round 6 Fan

Scoring – Standard Hand



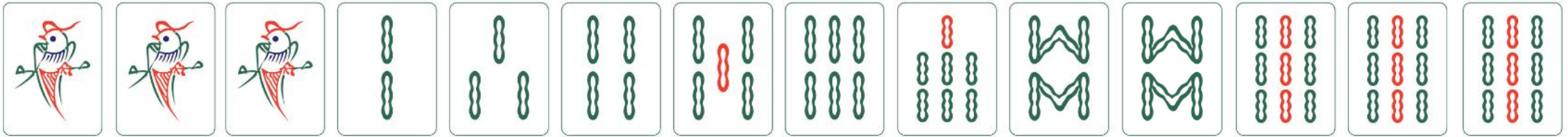
Flush 6 Fan

Scoring – Special Hands



Three Little Dragons 4 Fan

Scoring – Special Hands



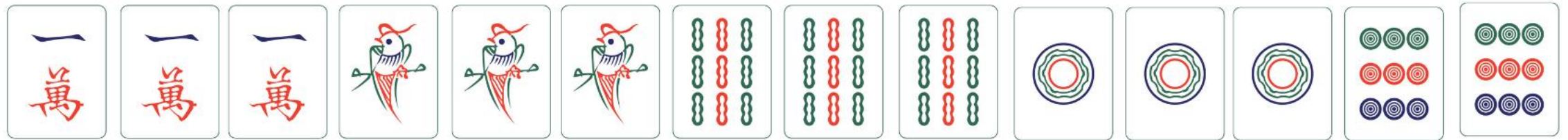
Nine Gates 10 Fan

Scoring – Special Hands



All Honors 10 Fan

Scoring – Special Hands



All Terminals 10 Fan

Scoring – Special Hands



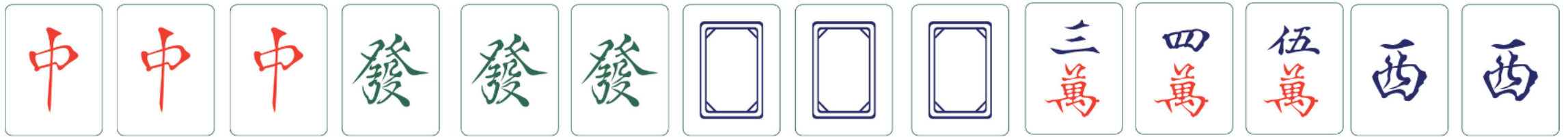
Little Three Winds 10 Fan

Scoring – Special Hands



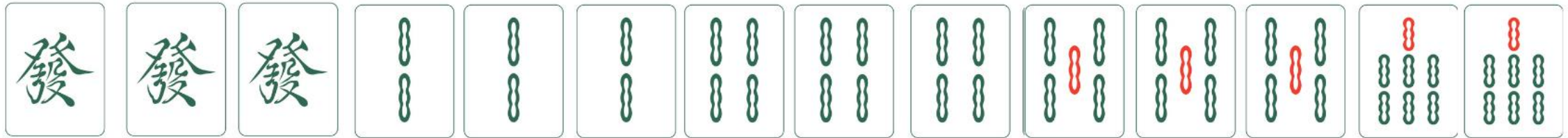
Big Four Winds 10 Fan

Scoring – Special Hands



Three Great Scholars 10 Fan

Scoring – Special Hands



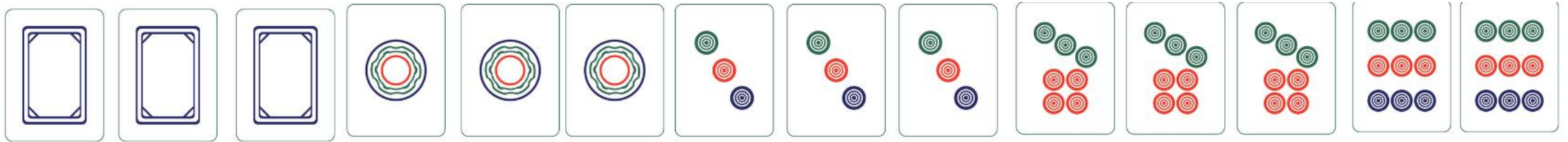
Jade Dragon 10 Fan

Scoring – Special Hands



Ruby Dragon 10 Fan

Scoring – Special Hands



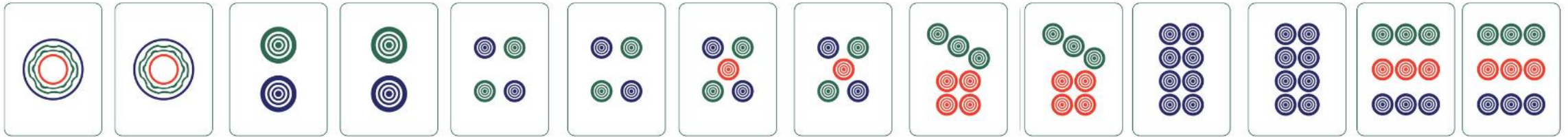
Pearl Dragon 10 Fan

Scoring – Special Hands, Atypical



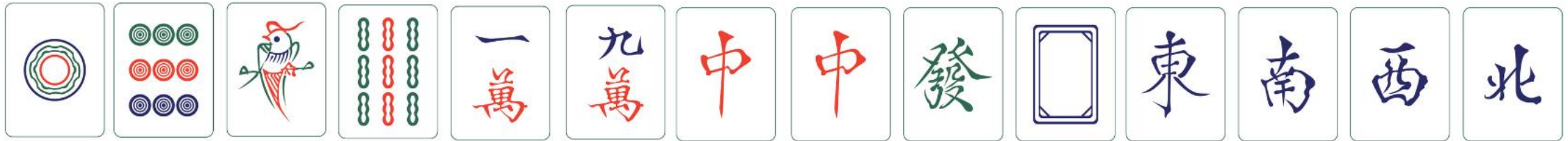
Seven Unique Pairs 4 Fan

Scoring – Special Hands, Atypical



Flush in Seven Unique Pairs 10 Fan

Scoring – Special Hands, Atypical



Thirteen Orphans 10 Fan

Scoring

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

* C Concealed, X Exposed

Scoring

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Pung of Dragons	1
Pung of Own or Prevailing Wind	1
Whole Hand	
All chows	1
All pungs	3
One suit and Honors (Half Flush)	3
One suit only (Flush)	6
Win	
By supplement tile	1
By last tile of wall	1
By last discard.....	1
By self-pick.....	1
By robbing a Kong (tile extending a kong at the time of the exposure).....	1
Penalties	
Win by self-draw, other players pay double	
Win by discard, other players pay but only discarding player pays double	

Fan	Points
0	1
1	2
2	4
3	8
4-6	16
7-9	32
10+	64

Payout by Discard	Payout by Self-Pick
1+1+2=4	0
2+2+4=8	4+4+4=12
4+4+8=16	8+8+8=24
8+8+16=32	16+16+16=48
16+16+32=64	32+32+32=96
32+32+64=128	64+64+64=192
64+64+128=256	128+128+128=384



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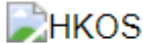
Hong Kong Old Style Overview

From Mahjong Wiki, the mahjong encyclopedia

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- Overview
- Gameplay
- Scoring
- Penalties & Errors
- Resources

Hong Kong Old Style mahjong (Chinese Old Style, or just Old Style) is probably the most popular variation of mahjong played in China. HKOS mahjong's gameplay and form is very similar to traditional mahjong. What is most prevalent and different from the traditional forms in HKOS is its scoring system. The scoring diverges from the [Chinese Classical](#) linear point-and-double system and takes up a progressive scoring system using doubles (fan). Sets such as pungs and kongs no longer earn points. Instead fan are earned, which corresponding to a payout table. There is no standardize scoring rubric, and as such many players abide by their own variations. A popular variation is having minimum of three fan before winning.



Hong Kong Old Style Mahjong	
 HKOS	
Length	4 rounds
Tiles Used	
Wall	136 tiles (144 tiles)
Hand	13 tiles
Dead Wall	if used, 14 tiles
Scoring	
System	Fan-laak
Unit	Fan converted to points
Minimum	Varies
Maximum	Varies

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