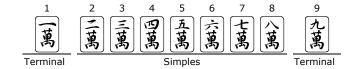
Special Hands	Fan	*
Pairs: Seven unique pairs	4	С
Nine Gates: 111 and 999, 2-8 in one suit, any tile paired	10	С
All Honors: Four pungs plus a pair of Winds and/or Dragons	10	Χ
All Terminals: Four pungs plus a pair of all 1's and 9's	10	Χ
Thirteen Orphans: One of each Honor, 1 and 9 of each suit	10	С
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	Χ
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	Χ
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		С
All Kongs: Four kongs plus any pair		Χ
Heavenly Hand: East wins on dealt hand		С
Earthly Hand: Any player wins on first discard	10	С
* C Concealed V Exposed		

* C Concealed, X Exposed

Scoring

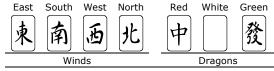
The player who declares "mahjong" receives a payout from their opponents. Using the scoring table above and to the right, the winner will identify scoring elements in their hand to calculate the total fan. Once they have their total fan, they use the table to the right to convert total fan to points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



Standard ScoringFan		
Flowers and Seasons		
No Flowers		
Own Flower or Season		
Set of Flowers		
1 PLUM, 2 ORC, 3 CRYS, 4 BAM 1 SPR, 2 SUM, 3 AUT, 4 WIN		
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)6		
Win		
By supplement tile		
By last tile of wall		
By last discard		
By self-pick		
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



Honors

Basic Instructions

Set Ur

- 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

CantoneseHong Kong Old Style



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