

# Hong Kong Mahjong Rule Sheet

## 香港麻雀正統牌型

### How to Use

- Your hand's Fan score is the sum of the Fan Score of all matching features.
- Indented features replace the parent feature. (i.e. *Full Flush* replaces *Half Flush*)
- Unless stated otherwise, *triplets* and *quadruplets* are interchangeable.
- Calculate your payout on the Scoring Table on the opposite side.

### Win Actions

<b>1</b>	<b>Self-Pick 自摸</b> You select your winning tile from the wall.
<b>2</b>	<b>Win by Kong Replacement 槓上開花</b> The winning tile is a replacement tile due to calling a Kong.
<b>9</b>	<b>Double Kong Replacement 槓上槓</b> If you call a kong, call a second kong using the replacement tile, then win on the second replacement.
<b>1</b>	<b>Concealed Hand 門前清</b> You did not take any tiles from other players in order to win.
<b>1</b>	<b>Robbing the Kong 搶槓</b> You win by interrupting another player upgrading a pong to a kong using your winning tile.
<b>1</b>	<b>Moon Under The Sea 海底撈月</b> Your winning tile was the last tile in the wall or the last discard.

### Single Set Type Hands

<b>1</b>	<b>All Sequences 平糊</b> All sets are sequences.
<b>3</b>	<b>All Triplets 對對糊</b> All sets are triplets.
<b>8</b>	<b>All Concealed Triplets 四暗刻</b> All sets are triplets and no tiles taken from other players. Self pick or discard for the pair to win only.
<b>13</b>	<b>All Quadruplets 四槓子</b> All four sets are quadruplets.

### Special Tile Hands

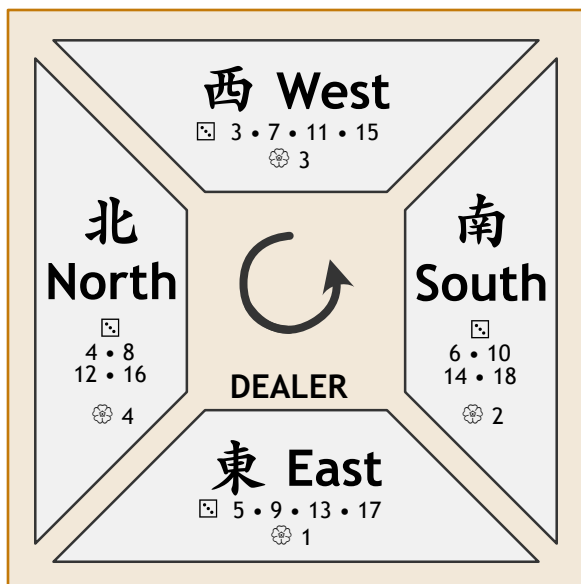
<b>1x</b>	<b>Dragon 三元牌</b> A triplet of dragon tiles. Score for each triplet.
<b>5</b>	<b>Small Three Dragons 小三元</b> Two dragon triplets and a pair of the third dragon.
<b>8</b>	<b>Big Three Dragons 大三元</b> Three dragon triplets.
<b>1x</b>	<b>Round Wind 圈風 / Seat Wind 門風</b> A triplet of either the round wind or your seat wind. If the triplet is both the round and seat wind, count for 2 fan.
<b>6</b>	<b>Small Four Winds 小四喜</b> Three wind triplets and a pair of the fourth wind.
<b>13</b>	<b>Big Four Winds 大四喜</b> Four wind triplets.
<b>3</b>	<b>Mixed Flush 混一色</b> Your hand contains only one suit plus honours.
<b>7</b>	<b>Full Flush 清一色</b> Your hand contains only one suit.
<b>4</b>	<b>Mixed Terminals 混么九</b> Your hand contains only ones, nines and honours. 3 Fan from All Triplets is included.
<b>13</b>	<b>All Terminals 清么九</b> Your hand contains only ones and nines. 3 Fan from All Triplets is included.
<b>10</b>	<b>All Honours 字一色</b> Your hand contains only honour tiles. 3 Fan from All Triplets is already included.

### Flowers and Seasons

<b>1</b>	<b>No Flowers or Seasons 無花</b> You have no flowers or seasons.
<b>1x</b>	<b>Seat Flower or Season 正花</b> 1 fan for each flower or season of your seat number.
<b>2</b>	<b>All Flowers or All Seasons 一槓花</b> You have either all four flowers or all four seasons.
<b>3</b>	<b>Seven Flowers 花糊</b> You can choose to win immediately upon declaring the 7 <sup>th</sup> flower tile.
<b>8</b>	<b>Eight Flowers 大花糊</b> You can choose to win immediately upon declaring the 8 <sup>th</sup> flower tile.

### Special Hands

<b>13</b>	<b>Blessing of Heaven 天糊</b> As dealer, your beginning hand wins.
<b>13</b>	<b>Blessing of Earth 地糊</b> As non-dealer, you win using the dealer's first discard.
<b>13</b>	<b>Blessing of Man 人糊</b> As non-dealer, you win on your first turn with a self-pick.
<b>13</b>	<b>Nine Gates 九蓮寶燈</b> 111 2345678 999 of a single suit, plus a 14th tile of the same suit.
<b>13</b>	<b>Thirteen Orphans 十三么</b> One of each one, nine, wind and dragon, plus a 14 <sup>th</sup> tile that matches one of the other thirteen.
<b>4</b>	<b>Seven Pairs 七對子</b> Seven different pairs. Can stack with All Honours, Semi-Pure and Pure Hand. <b>Only played in certain variants.</b>



**Suits**  
Dots  
筒子 tung zi

Sticks  
索子 sok zi

Man  
萬子 maan zi

Winds and  
Dragons

Flowers and  
Seasons

1	2	3	4	5	6	7	8	9
East	South	West	North		Hung Zung	Faat Coi	Baak Baan	
Plum	Orchid	Mum	Bamboo		Spring	Summer	Autumn	Winter

## Payment Table (New Style)

Fan	Points	Fan	Points
0	1	7	48
1	2	8	64
2	4	9	96
3	8	10	128
4	16	11	192
5	24	12	256
6	32	13+	384

This table uses a rule called “discarder pays all” (全銃制) which increases the penalty for discarding another player’s winning tile.

When winning by self pick, all players pay the number of points based on the number of Fan in your hand.

When winning by discard, only the discarding player pays, but they pay 2x the points.

## Terminology

A winning Mahjong hand is made up of four *sets* (or *melds*) and a *pair*.

*Sets* can be either a *sequence*, a *triplet*, or a *quadruplet*.

*Sequences* are three tiles of the same suit in consecutive order (1-2-3, 2-3-4 ... to 7-8-9). You can complete a sequence from the player to your left by calling a *Chow* or *Seung*.

*Triplets* are three identical tiles, which you can complete from any player’s discard as a *Pong*.

*Quadruplets* are four identical tiles, which you can complete from any player’s discard as a *Kong*. If you self-form a quadruplet in your hand, you can declare a *Concealed Kong*. In all cases, when declaring, draw a *Replacement Tile* from the dead end of the wall to maintain the correct tile count.

A winning hand can be called for *Mahjong* but your hand’s worth is based on the number of *Fan* points it contains. Note that Hong Kong style often plays with a *Minimum Fan* - if you don’t have enough *Fan* points, you can’t declare a win!

## Cantonese Terms

Mahjong	麻雀 ma zoek
Chow	上 soeng
Pong	碰 pung
Kong	槓 gong
Win from Self Pick	自摸 zi mo
Win from Discard	食和 sik wu
Chicken (0 Fan) Hand	雞和 gaai wu