

Tile system

The Singaporean Mahjong tile system consists of 148 tiles^[1] due to the additional Animal tile set, thus slightly different from that of other regional Mahjong tile-sets. Therefore, the rules of the game somewhat vary from other scoring systems in the region. The stacking of tiles will be 19 stacks for the dealer (East) and the player opposite (West), 18 stacks for the rest. The Dead Wall (王牌 *wáng-pái*) is 15 tiles. The tile set is described as follows:

Suited Tiles

These tiles run from One to Nine. There are 4 of each tile in every set.

The dots suit (筒子, *pinyin tǒng zi*)



The bamboo suit (索子, *pinyin suǒ zi*)



The character suit (万子, *pinyin wàn zi*)



Honour Tiles

Honour Tiles (字牌 *zì-pái* / 大牌 *dà-pái*) consists of 4 Wind tiles & 3 Dragon tiles.

Wind tiles (四风牌, *pinyin sì fēng pái*)



From left to right: East, South, West, North

Dragon tiles (三元牌, *pinyin sān yuán pái*)



From left to right: Red Dragon, Green Dragon, White Dragon

Bonus (flower/animal) Tiles

Flower set (花牌 *huā pái*) and **Season set** (季牌 *jì pái*)



From left to right: Plum, Orchid, Chrysanthemum, Bamboo, Spring, Summer, Autumn, Winter

Animal Tiles (禽兽牌 *qín shòu pái* / 动物牌 *dòng wù pái*)



From left to right: Cat, Rat, Rooster, Centipede

Scoring points

Points (台) are scored from the difficulty of gathering the winning hand. If monetary rewards (and losses) are involved, it is common that playing parties will agree upon a monetary value awarded to a one-point winning hand. Subsequently, for each additional point scored, this value is accordingly doubled.

There is a typical maximum scoring limit of five points, though this has to be agreed among players. This point limit (simply known as the *limit*), and will be used to describe the points awarded by certain tile-combinations from now on. In other words, a certain tile combination that awards the *limit* means that it scores the maximum number of points, as agreed upon before the game.

For example, assume that players agree on a value of S\$1 for a one-point winning hand. A two-point winning hand thus has a value of S\$2, a three-point hand with a value of \$4, up to a limit of \$16 for a five-point winning hand.

Furthermore, the party who is guilty of discarding the tile which another party then takes to complete a winning hand has to pay double the agreed payout. Another situation where the winning player receives double the agreed payout is when he draws the winning tile by himself/herself i.e. Self-Pick (自摸 *zì-mō*).

The following table summarizes the payouts, based on an assumed base payout of S\$1 for a one-point winning hand.

Points(台) scored	Losing players each pay	Guilty player pays	Winning player gains
1	S\$1	S\$2	S\$4
2	S\$2	S\$4	S\$8
3	S\$4	S\$8	S\$16
4	S\$8	S\$16	S\$32
5 (Limit)	S\$16	S\$32	S\$64

In the event that the winning player draws the winning tile by himself/herself, Self-Pick (自摸 zì-mō), the payout is as follows:

Points(台) scored	All players each pay	Winning player gains
1	S\$2	S\$6
2	S\$4	S\$12
3	S\$8	S\$24
4	S\$16	S\$48
5 (Limit)	S\$32	S\$96

Another common mahjong payout among younger Singaporeans involves 'shooter pays all' whereby the person who discards the winning tile will have to compensate for the rest of the players. However for this rule, certain rules like 'Fresh Tile Mahjong Scenario (包生)' and '包满台' etc do not come in effect as the loser will have to pay for everyone when he/she discards the winning tile. Some Singaporeans have this particular rule whereby the person who 自摸 the winning tile shall be compensated an additional \$2 on top of what everyone has to pay.

3/6 Payout Chart

Points(台) scored	Shooter pays	If zi mo (自摸) everyone pays	If \$2 zi mo (自摸) is in effect
1	\$4	\$2	\$4
2	\$7	\$3	\$5
3	\$11	\$5	\$7
4	\$20	\$10	\$12
5 (Limit)	\$40	\$20	\$22

1/2 Payout Chart

Points(台) scored	Shooter pays	If zi mo (自摸) everyone pays	If \$2 zi mo (自摸) is in effect
1	\$4	\$2	\$4
2	\$8	\$4	\$6
3	\$16	\$8	\$10
4	\$32	\$16	\$18
5 (Limit)	\$64	\$32	\$34

The payout for special hands will be double, no matter the winner zi mo (自摸) or one of the player shoots.

Triplet of any Dragon Tile (元 *yuán*)

Having a triplet of any Dragon Tile (元 *yuán*) scores 1 point. This triplet can be obtained by Pong (碰 *pèng*), Kong (杠 *gàng*), or simply having these 3 tiles in your hidden hand.



Winds (风 *fēng*)

Having a triplet of the seat wind or the prevailing wind scores 1 point. This triplet can be obtained by Pong (碰 *pèng*), Kong (杠 *gàng*), or simply having these three tiles in your hidden hand.



If the Prevailing Wind (圈风 *quān-fēng*) happens to coincide with your Seat Wind (門风 *mén-fēng*), and you manage to obtain a triplet of that wind, you score 2 points. For example, if the prevailing wind is East and a player whose seat wind is East, a triplet of East by the player will score 2 points upon Mahjong.

If there is a triplet of both the Seat Wind (門风 *mén-fēng*) and the Prevailing Wind (圈风 *quān-fēng*), you score 2 points. For example, if the Prevailing Wind (圈风 *quān-fēng*) is East and a player whose Seat Wind (門风 *mén-fēng*) is South, a triplet of East and a triplet of South by the player will score 2 points (1 point for each triplet) upon Mahjong.

Animal Tiles



Each animal tile obtained scores 1 point. One extra point (for a total of 5) is awarded if all 4 animals are collected.

Instant payment

It is commonly accepted that there will be a one-time payout by all playing parties to the party who collects either

- a) Both the cat tile and the mouse tile.
- b) Both the chicken tile and the centipede tile.

The above two events are known as *yǎo-dào* (咬到). Literally it means 'Bitten' in English.

- c) All the four animal tiles. This generally also earns double of the agreed one-time payout.

咬到 has 2 different meanings in the game. When any player opens their tiles in the beginning of the game and sees the combination of a) and/or b) and c), he will be considered to have 暗咬, and compensation will usually be \$4 for each combination of a), b) or c) (all these are cumulative). If after replenishment of tiles (补花 *bǔ-huā*) happened and any of the a), b) or c) happens, then compensation will usually be \$2 for each combination of a), b) or c) (all these are cumulative).

Note 1.1.1: *One-time* refers to each instance whenever any player collects any of the above. In other words, if player A collects set (c) in the current game, he will receive the payout from all other parties immediately. In the event that player A collects the same set in the next game, he will again have to be compensated as well. This compensation will take place each time any set described above is collected.

Note 1.1.2: This payout is also one-time because the player who obtains the set combination(s) will not be re-compensated for these combinations at the end of the game, regardless of the result.

Note 1.1.2.1: However, pertaining to the above, the points scored by obtaining animal tiles will still be in effect. In other words, if player A collects set (c), he will be rewarded with an instant payout. In the event that he wins that same instance of the game as well, he will have scored 5 points by virtue of having 4 animal tiles, on top of any other points that he scores with his winning hand.

Note 1.2: The payout above is cumulative. This means that if a player collects set (c), he will have to be compensated for set (a), set (b) *and* set (c).





Note 1.3: A commonly agreed payout is, assuming a base payout of S\$1 for a one-point winning hand, S\$2 (which means collecting set(c) will earn a payout of \$2+\$2+\$4). In other words, the payout can be pegged to that of a one-point 'Self-Pick' (自摸 *zì-mō*). This must however be separately agreed-upon before the start of the game.

Note 1.4: In the special event that set (a) or set (b) is collected immediately at the start of the game (even before the 'Replacement Tile' (补花 *bǔ-huā*) event), the payout is again doubled. With reference to Note 1.3, if a player collects set (c) in this special case, he will receive a payout of \$2*2 + \$2*2 + \$4.

Flower Tiles

Flower tile matching the Seat Wind (正花)

Each flower tile that matches a player's seat wind scores one point (正花 *zhèng-huā*). Other flower tiles won't score any point. (偏花 *piān-huā*)

1. East player: 
2. South player: 
3. West player: 
4. North player: 

Instant payment

It is commonly accepted that there will be a one-time payout by all playing parties to the party who collects both flowers (red and blue) that match the player's Seat Wind. This is a 'Bitten' (咬到 yǎo-dào) event. This payout is equivalent to obtaining a set of cat-and-mouse tile, or chicken-and-centipede tile. Refer to the discussion above. This will earn the payout agreed for a 'Bitten' (咬到 yǎo-dào) event. The double payout scheme applies when the collection of both flowers occurs before the 'Replacement Tile' (补花 bǔ-huā) event. Refer to the discussion above. This will earn the payout agreed for an 'Concealed Kong' (暗杠 àn-gàng) event.

Note: Not everybody plays with all these 'Bitten' (咬到 yǎo-dào) events so it is best to confirm with everybody before commencing your mahjong game. Some play with 'Bitten' (咬到 yǎo-dào) events only for the Animal tiles, and some do not play with any 'Bitten' (咬到 yǎo-dào) events at all.

Complete flower group (一台花)

A complete group of 4 flower tiles of the same colour scores a total of 2 points, 1 for the flower tile that matches the player's seat wind, and 1 for collecting all four.



Instant payment

It is commonly accepted that there will be a one-time payout by all playing parties to the party who collects the complete set of flowers of the same colour. This is a 'Concealed Kong' (暗杠 àn-gàng) event.

This payout is equivalent to obtaining a set of cat-mouse-chicken-centipede tile. In other words, this will earn the payout agreed for a 'Concealed Kong' (暗杠 àn-gàng) event. Refer to the discussion above.

Two complete flower groups (花胡)

Any player who collects 2 complete groups of 4 flower tiles (8 in total) either by 'Self-Pick' (自摸 zì-mō) or by 'robbing', has achieved a '8 Flower Tile-set' (花胡 huā-hù) that scores the **limit**. Because of its rarity, there is a lack of agreement as to the number of points actually scored by this hand. However, in practice, this combination simply scores the maximum number of points.



(i) All Flowers & Seasons (八仙过海)

Any player who collects 2 complete groups of 4 flower tiles (8 in total) all by himself i.e. 'Self-Pick' (自摸 *zì-mō*) is called 'All Flowers & Seasons' or 'Eight Immortals' (八仙过海 *bā-xiān-guò-hǎi*), a type of '8 Flower Tile-set' (花胡 *huā-hù*). The combination of hidden cards held by the player does not matter at all, and the game is considered to have been won and game is ended as a win for the player.

However, some players are notably particular regarding the above point. If any player collects the complete '8 Flower Tile-set', he wins the game, but he should never reveal his hidden cards to anyone. This follows from the fact that the player has not won the game by virtue of his hidden cards, which should be the case. If the player with the complete set of flowers display his hidden hand to the rest, and it is not a hand that fulfills any winning combination, he is considered to have cheated, or 'Fake Hand' (诈胡 *zhà-hú*) and must instead compensate the rest of the parties. The point to note is that the player who collects the complete '8 Flower Tile-set' should immediately close his hidden cards and declare himself to have won the game.

Instant payment

The player who completes the flower set has triggered 3 events, on top of winning the game. He has gathered

1. Both flowers (red and blue) which corresponds to his seat wind. This is a 'Bitten' (咬到 *yǎo-dào*) event.
2. A complete set of red flowers
3. A complete set of blue flowers.

All 3 events above are liable for one-time compensation by the rest of the playing parties, if the event themselves are not compensated already. This is on top of the payout given to the winning party by winning the game.

(ii) Robbing the Eighth (七抢一)

If a player has already drawn 7 flower tiles, and *any* of the other three players draws the last flower tile, the player with the 7 tiles is considered to have won the game by "robbing" the last flower tile as a discard of the player that draws the last flower tile. This is called 'Robbing the Eighth' (七抢一 *qī-qiǎng-yī*).

The player who drew the last flower tile, strictly speaking, did not discard the tile. However, due to the immense probabilistic difficulty of achieving a complete '8 Flower Tile-set' (花胡 *huā-hù*), such a situation described above is considered a sufficient condition for a '8 Flower Tile-set' (花胡 *huā-hù*) event.

Note 1: The player who drew the last flower tile, and thus causing the player with 7 flower tiles to win the game, will thus be the 'guilty' party, and is subjected to the same payout scheme described in Table 1.1.

Note 2: It is **extremely important** that, in the event that a player amasses 7 flower tiles, he *must* declare that he demands an inspection of everyone's hidden hand at the end of the game and describe the 'Pao' (包 *bāo*) condition in this scenario which is described below. In the event if the eighth flower did not appear in the course of the game, and the game ends:

- (i) in a stalemate (荒牌 *huāng pái*) with 15 un-drawn tiles remaining, the player who amasses the 7 flower tiles must just before the last tile (which is the 16th tile from the back) is drawn, declare that he will conduct an inspection of everyone's hidden hand.

- (ii) with some other player won the game, the player who amasses the 7 flower tiles must immediately declare that he will conduct an inspection of everyone's hidden hand, so to prevent anyone from dismantling their tiles away.

After this declaration, the rest of the playing parties should reveal their hidden hand to the declaring player. If he discovers that one of the parties has been keeping the eighth flower within his hidden hand, he is considered to have won the game with a '8 Flower Tile-set' (花胡 huā-hù), even if the game has already ended.

The 'guilty' party can either be made to pay for everyone's losses (known as 'Pao' (包 bāo)), or pay as if the game was won mid-way, as it should be. This will depend on the agreement between all playing parties. Any party who does not heed the declaration of card inspection and proceeds to dismantle the tiles upon the ending of the game (so that it will be impossible for the declaring player to inspect his cards) will also be deemed to be guilty of holding on the eight flower tile in secret, and the declaring player is considered to have won the game with a '8 Flower Tile-set' (花胡 huā-hù).

Note 3: As described above, the winning party should not disclose his hidden hand, in the event of a '8 Flower Tile-set' (花胡 huā-hù), if it does not fulfill the criteria of any winning combinations. If he does, some players may consider this to be cheating, or 'Fake Hand' (诈胡 zhà-hú), and the winning-turned-losing party must compensate the rest of the playing parties.

Triplets Hand

Triplets Hand (对对胡 / 碰碰胡)

A 'Triplets Hand' (对对胡 duì-duì-hú or 碰碰胡 pèng-pèng-hù) scores 2 points.



The above is an example of a hand that satisfies a 碰碰胡 pèng-pèng-hù combination that scores two points, that is, any 4 triplets and any pair of tiles (eyes) to fulfill this combination. It does not matter if your hand of tiles is a mixture of Exposed Pong (碰 pèng) tiles and triplets held within your hidden hand.

Hidden Treasure (四暗刻 / 坎坎胡)

However, a special condition arises when this combination is held entirely within the winning party's hidden hand. That is, the winning party fulfills this combination with a Self-Pick (自摸 zì-mō), and has no exposed 'Pong' (碰 pèng) tiles or 'Exposed Kong' (明杠 mìng-gàng). In other words, the winning party drew and obtained every tile in this combination himself. This hand is referred to as 'Hidden Treasure' (四暗刻 sì-àn-kè or 坎坎胡 kǎn-kǎn-hù) is extremely rare and it is generally awarded the *limit*.

Note 1: To achieve the winning combination of *Hidden Treasure*, the winning party can only perform 'Concealed Kong' (暗杠 àn-gàng) if he has 4-of-a-kind of a particular tile. He cannot perform an 'Exposed Kong' (明杠 mìng-gàng) on any discarded tile from the rest of the players. If he does, the winning hand can only be considered as a 'Triplets Hand'.

Note 2: To achieve a winning combination of *Hidden Treasure*, the winning party *must* complete the game with a 'Self-Pick' (自摸 *zì-mō*). It is immaterial whether he has already 4 hidden triplets, and is awaiting one single tile to complete the eye, or otherwise.

Note 3: In some playing circles, it is sufficient to have 4 hidden triplets and go mahjong with a single tile, and still be able to qualify for this hand as all the 4 triplets are still in the hand.

Suits

Half Flush (混一色 or 半色)

A 'Half Flush Hand' (混一色 *hún-yī-sè* or 半色 *bàn-sè*) scores 2 points.

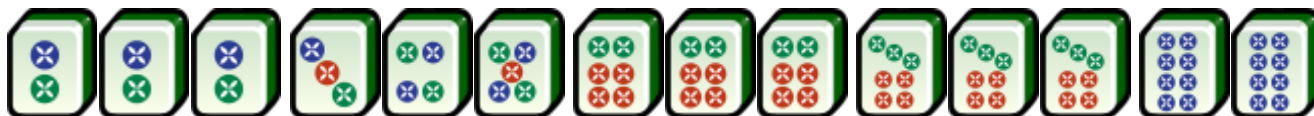


The above are examples of combinations which fulfill the 'Half Flush' criteria. This combination simply requires

- 1) a pure set of tiles from *one single suit* either from the 'Character' (万子), 'Dots' (筒子) or 'Bamboo' (索子) tile sets, plus
- 2) any set of tiles from the 'Winds Tiles' (四风牌 *sì fēng pái*) or 'Dragon Tiles' (三元牌 *sān yuán pái*) suit.

Full Flush (清一色)

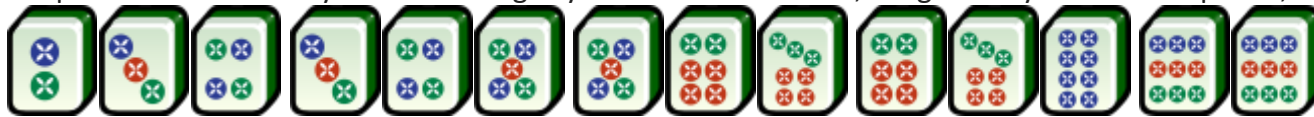
If the set of tiles are entirely from *one single suit only*, then this combination is known as Full Flush Hand (清一色 *qīng-yī-sè*). This combination is awarded 4 points.



Again, special conditions can arise from this.

(i) Full Flush Sequence Hand (清一色平胡)

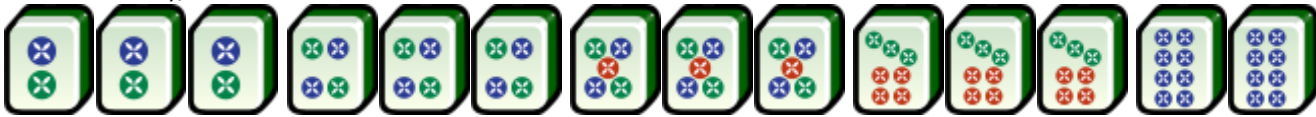
If the set of tiles are entirely from *one single suit*, and it also fulfill the Sequence Hand, then this special combination is known as Full Flush Sequence Hand (清一色平胡). Due to its extreme difficulty, in addition to the probabilistic difficulty of not drawing any animal or flower tiles, it is generally awarded 10 points, or the *limit*.



Full Flush Lesser Sequence Hand (清一色小平胡), in which the winning party has drawn flowers or animals, wins a total of 5 points, 1 for the Lesser Sequence Hand (小平胡) combination and 4 for Full Flush Hand (清一色) combination.

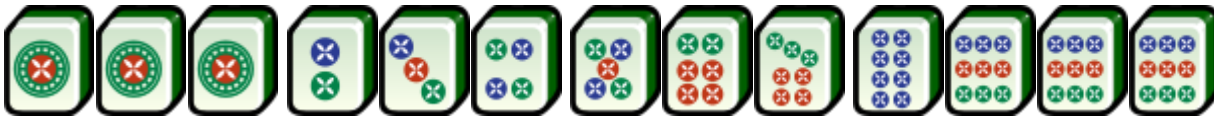
(ii) Full Flush Triplets Hand (清一色碰碰胡)

Another special condition can arise from having a hand of all triplets and a pair of eyes, either from the *wàn-zǐ* (万子), *tòng-zǐ* (筒子) or *suò-zǐ* (索子) tile sets. This Full Flush Triplets Hand (清一色碰碰胡) will score 8 points (2 for the hand itself, 2 for a Triplets Hand (碰碰胡) combination, and 4 for a Full Flush Hand (清一色) combination), or the *limit*.



Nine Gates (九连宝灯)

(iii) Another special condition can arise from amassing the 13 tiles as shown below, either from the Character (万子 *wàn-zǐ*), the Dots (筒子 *tòng-zǐ*) or the Bamboo (索子 *suò-zǐ*) tile sets.



Notice that these 13 tiles do not constitute a winning hand. However, any player, by virtue of having these 13 cards, can simply win the game with *any* discarded tile from that same suit. The player can chow to obtain the sequences, or pong to obtain the ones and nines triplets. As long as a player amasses these 13 cards, and wins the game with *any* tile of the same suit, he will have completed this rare 'Nine Gates Hand' (九连宝灯 *jǐu-lián-bǎo-dēng*), which awards the *limit*.

Mixed Terminals (混么九 / 混老头)

A *Mixed Terminals Hand* (混么九 *hún-yāo-jǐu* / 混老头 *hún-lǎo-tou*), or commonly known as *dà-pái-yī-jǐu* (大牌一九) scores 4 points (2 for triplets and 2 for mixed terminals).



This is a mixture of

1. ones or nines (thus, *terminals*) from either of the *wàn-zǐ* (万子), *tòng-zǐ* (筒子) or *suò-zǐ* (索子) or
2. either of the Winds tiles (风 *fēng*) or Dragon tiles (元 *yuán*).

It *must* also fulfill the Triplets Hand (碰碰胡 *pèng-pèng-hù*) criteria. However, special situations, as described below, can arise from this.

Pure Terminals (清么九 / 清老头)

The 'Pure Terminals Hand' (清么九 *qīng-yāo-jǐu* / 清老头 *qīng-lǎo-tou*) is made up *entirely* of ones or nines from either of the *wàn-zǐ* (万子), *tòng-zǐ* (筒子) or *suò zi* (索子) tilesets. This condition is also known as 一九 *yī-jǐu*. Due to its extreme rarity, this is awarded the *limit*.



All Honour (字一色)

The All Honours Hand (字一色 *zì-yī-sè*) is made up *entirely* of tiles from either the Winds tiles (风 *fēng*) or Dragon tiles (元 *yuán*) tiles. This condition is also known as 大字 *dà-zì*. Due to its extreme rarity, this is awarded the *limit*.

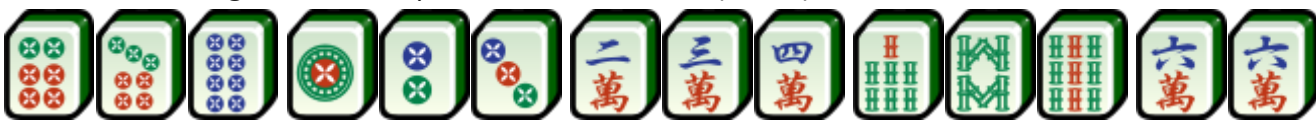


Sequence Hand (平胡)

A **Sequence Hand** (平胡 *píng-hù*) scores 4 points. In addition, the winning player has to be waiting for at least 2 different tiles in order to win.

A 'Sequence Hand' is one where a player obtains a winning hand of 4 sets of sequences (順子 *shùn zǐ*) and 1 pair of tiles, all from either the Character (万子 *wàn-zǐ*), Dots (筒子 *tòng-zǐ*) or Bamboo (索子 *sùo-zǐ*) tile sets. However, special allowance is given to the nature of the pair of tiles. These pair of tiles can be from the Character tiles, Dots tiles or the Bamboo tiles, or any Winds (风 *fēng*) which is *neither* the Prevailing Wind (圈风 *quān-fēng*) *nor* the Seat Wind (門风 *mén-fēng*) of the winning player.

The act of forming a melded sequence is called 'Chow' (吃 *chī*).



A 'Sequence Hand' is considered difficult to amass because winning with this hand requires that

- (i) the player does not draw any animal or flower tiles.
- (ii) the player cannot win on a discarded tile by another player, if that discarded tile is an in-between tile (嵌张 *qiàn zhāng*), edge tile (边张 *biān zhāng*), or only one tile required to complete the pair (单钓 *dān diào*), i.e. All Single Wait (一飞 *yī fēi* / 单听 *dān tīng*) is not acceptable for this hand.

Note: 2-Sided Wait or more is acceptable for this hand in Singapore. For example, 6, 7, 8 & 9 of the Dots tiles, waiting for 6 & 9 of the Dots tiles to win by forming a pair.

Example: A player has the seven of the Dots tiles and the nine of the Dots tiles, he requires the eight of the Dots tiles to complete the winning hand. He cannot declare his combination of tiles to be a 'Sequence Hand' if another player discards the eight of the Dots tiles. That is, the four point awarded to the Sequence Hand does not count.

He can, however, still win the game by virtue of other points he has already scored, by drawing animals for example. But, if he manages to draw the eight of the Dots tiles by himself (自摸 *zì-mō*), his winning combination is considered to be a 'Sequence Hand'.

The point here to note is that, a player waiting for either an in-between tile, edge tile (an eight and a nine, waiting for a seven) or a single tile to complete the required pair can only claim a 'Sequence Hand' if he Self-Pick (自摸 *zì-mō*) that particular tile. If he is waiting for any two tiles (a two and a three, waiting for either a one or a four) to complete the winning hand, he can claim these tiles from any party who discards it.

A special situation exists where a player cannot claim a 'Sequence Hand' even if he Self-Pick (自摸 *zì-mō*) the last required tile. This situation happens when a player melded all 4 sequences required by discards from other player, and is left with a single tile. In this event, it is clear that he is awaiting that single tile to complete his hand, therefore it cannot be considered a 'Sequence Hand'.

If a player manages to amass a combination of cards that adheres to the requirements set above, but has drawn flowers *and/or* animal tiles, then he can only claim a 'Lesser Sequence Hand' (小平胡 *xiǎo-píng-hù* / 臭平胡 *chòu-píng-hù*), which awards only 1 point, on top of any points awarded to him by the flower *and/or* animal tiles.

Winning on Replacement Tile (花上, 杠上)

A special event known as 'Winning on Replacement Tile For Flower' (花上 *huā-shàng*) scores one point.

This event happens when a party, who is waiting for a tile to complete his winning hand (also known as the 'Ready Hand' (听牌 *tīng-pái*)), draws a flower *and/or* animal. This will require him to replace the drawn flower *and/or* animal by drawing a 'Replacement Tile For Flower' (补花 *bǔ-huā*) from the end of the wall. In the event that the tile drawn to replace the flower *and/or* animal is the tile needed to complete his winning hand, he is considered to score a 'Winning on Replacement Tile For Flower' (花上 *huā-shàng*). This event itself is worth one point, as mentioned above, in addition to any points scored by the combination of his winning hand.

There exists a special event in which a player draws two flower *and/or* animal tiles in a row, and upon the second consecutive 'Replacement Tile For Flower' (补花 *bǔ-huā*), he draws the tile which he requires to complete his winning hand. This event is known as 'Flower on Flower' (花上花 *huā-shàng-huā*). Some players may choose to consider this as a special event which awards 5 points, but not others. There are also some players who consider each consecutive 'Replacement Tile For Flower' (补花 *bǔ-huā*), leading up to a final 'Winning on Replacement Tile For Flower' (花上 *huā-shàng*), to contribute one additional point each. For example, Player A draws 3 consecutive flower *and/or* animal tiles before finally obtaining the tile required for a winning hand on the third 'Replacement Tile For Flower' (补花 *bǔ-huā*), he will have gotten 3 additional points for 3 consecutive 'Replacement Tile For Flower' (补花 *bǔ-huā*) followed by a 'Winning on Replacement Tile For Flower' (花上 *huā-shàng*). The point scored for the above special events will have to be agreed upon before the game.

In any of the above *huā-shàng* (花上) event, it is immaterial whether the drawn flower matches the seat number of the player's.

Another special event known as '**Winning on Replacement Tile For Kong**' (**杠上 gàng-shàng**) scores one point. This event happens when a party, who is waiting for a tile to complete his winning hand (also known as the 'Ready Hand' (听牌 *tīng-pái*)), either

- 1) draws a tile which complete a 4-of-a-kind in his hidden hand, in which he can perform an 'Concealed Kong' (暗杠 *àn-gàng*), or
- 2) has a 3-of-a-kind in his hidden hand, and any other player discards the last tile of that kind, in which he can perform a 'Exposed Kong' (明杠 *míng-gàng*), or
- 3) has a Pong (碰 *pèng*) triplet exposed, and draws the last tile of that kind himself, in which he can perform a 'Exposed Kong' (明杠 *míng-gàng*)

Any of the above 3 events will require him to replace the Kong (杠 *gàng*) by performing a by drawing a 'Replacement Tile For Kong' (补杠 *bǔ-gàng*). In the event that the tile drawn to replace the 'Kong' (杠 *gàng*) is the tile needed to complete his winning hand, he is considered to score a 'Winning on Replacement Tile For Kong' (**杠上 gàng-shàng**). This will event itself is worth one point, as mentioned above, in addition to any points scored by the combination of his winning hand.

Instant payment

Note 1: It is common that an instant payout is given to the party who performs a 'Exposed Kong' (明杠 *míng-gàng*), and the payout follows that of a *yǎo-dào* (咬到) event. For the performance of a 'Concealed Kong' (暗杠 *àn-gàng*), it will generally earn double that of the 'Exposed Kong' (明杠 *míng-gàng*), just like the event of drawing a cat-mouse-chicken-worm set of tiles.

Note 1.1: However, in the event of a 'Robbing the Kong' (抢杠 *qiǎng-gàng*), the player who performs the 'Kong' (杠 *gàng*) *need not* be compensated, and instead will be the 'guilty' party who is considered to have discarded that tile for the player performing a 'Robbing the Kong' (抢杠 *qiǎng-gàng*). This event is described in the next section.

A special event can also be triggered from a 'Winning on Replacement Tile For Kong' (杠上 gàng-shàng**).** The sequence of events is as follows

- 1) Player A has a concealed triplet in his hand, and any other player discard the last of that tile, or
- 2) Player A has a concealed triplet in his hand, and he draws the last of that tile himself, or
- 3) Player A has an exposed triplet, and he draws the last of that tile himself

In all 3 scenarios above, he is able to perform a 'Kong' (杠 *gàng*) and must perform a 'Replacement Tile For Kong' (补杠 *bǔ-gàng*). In the event that he draws a tile from this 'Replacement Tile For Kong' (补杠 *bǔ-gàng*), in which he is already holding on to either

- 4) a concealed triplet of that tile in his hand, or
- 5) an exposed triplet of that tile,

he is then naturally able to perform another Kong (杠 *gàng*) and then another 'Replacement Tile For Kong' (补杠 *bǔ-gàng*). **If and only if Player A draws a replacement tile (from this particular second-in-a-row 'Replacement Tile For Kong' (补杠 *bǔ-gàng*)) which he is able to complete a winning hand, he is considered to**

have performed a 'Kong on Kong' (杠杠胡 gàng-gàng-hú). Due to the immense probabilistic difficulty of such a feat, it is generally awarded 10 points, or the *limit*, whichever is the smaller number.

Robbing the Kong (抢杠)

Robbing the Kong (抢杠 qiǎng-gàng) scores one point.

This event occurs when

- 1) a playing party has a 'Pong' (碰 pèng) triplet exposed,
- 2) and draws the last tile of that kind himself, and in which he
- 3) perform an Exposed Kong (明杠 mìng-gàng), and
- 4) another player, who is waiting for that very last tile of that kind to complete his own winning hand,
- 5) 'robs' the 'Kong' (杠 gàng) to complete his winning hand.

This exact sequence of events must occur for a 'Robbing the Kong' (抢杠 qiǎng-gàng) event to be triggered.

Note that 抢杠 can be for any combination in the hand i.e. it does not have to only be 平胡 or 臭平胡) to win.

However, if there are already 3 same tiles that has been 碰 pèng by player A and player B is waiting for that particular last tile to form his 平胡 hand and this happened to be an in between tile or corner tile (一万&二万 waiting for 三万 or 七筒&九筒 and waiting for 八筒), 抢杠 will only give the winning player 1 point upon mahjong as the 平胡 rule is not in effect.

However, if player B is waiting for 2 tiles to form 平胡, a 抢杠 will give him 5 points (4 for 平胡 and 1 for 抢杠).

Note that the other variant of 'Exposed Kong' (明杠 mìng-gàng) in which a player calls a 'Kong' from a discarded tile with a triplet in his hidden hand, does not count as 'Robbing the Kong' (抢杠 qiǎng-gàng). The player who requires that last tile can still declare a win (胡 hù), but will not have deemed to have performed a 'Robbing the Kong' (抢杠 qiǎng-gàng) event.

There is a special condition where 'Robbing the Kong' can be used to rob a 'Concealed Kong' (暗杠 ān-gàng).

The condition is that a particular player is waiting for his last tile to complete the *Thirteen Wonders* (十三么). This is the only condition where 'Robbing the Kong' can be used to rob a 'Concealed Kong'.

Winning on the Last Available Tile (海底捞月)

'Winning on the Last Available Tile' scores 1 point. This event is also known as *hái-dǐ-lāo-yuè* (海底捞月), literally "scooping the moon from the ocean bottom". The last available tile is the last 16th un-drawn tile from un-drawn stack.

Note 1: There is a special condition in which "Winning on the Last Available Tile" *does not* trigger the *hái-dǐ-lāo-yuè* (海底捞月) event. This condition is fulfilled when the last 16th tile is drawn as a result of a 'Replacement Tile For Flower' (补花 bǔ-huā) or 'Replacement Tile For Kong' (补杠 bǔ-gàng) event.

Example 1. Player A draws the last 17th tile, which turns out to be a flower. He then proceeds to perform a 'Replacement Tile For Flower' (补花 *bǔ-huā*) by drawing the last 16th tile. In the event that he wins with that last tile, it will *not* be considered *hái-dǐ-lāo-yuè* (海底捞月).

Example 2. Player A draws the last 17th tile, which he does not want, and discards it. Player D performs a *gàng* (杠), and 'Replacement Tile For Kong' (补杠 *bǔ-gàng*) by drawing the last 16th tile. If Player D wins on the last tile, it will *not* be considered *hái-dǐ-lāo-yuè* (海底捞月).

Example 3. Player A draws the last 18th tile, which turns out to be a flower. He draws a replacement tile, the last 17th tile, and it turns out to be an animal. Finally, he draws the last 16th tile and completes his winning hand. This will *not* be considered *hái-dǐ-lāo-yuè* (海底捞月).

However, a special event may have been triggered, depending on the agreement of playing parties. Refer to the above discussions on 'Winning on Replacement Tile' (花上, 杠上).

Note 2: In some playing circles, the game is considered a draw if the last 16th tile is a Bonus Tile. No one-time payout will be required, unless the player has gotten 8 flower tiles for the special hand.

Note 3: In some playing circles, 海底捞月 will only be considered if that tile is 一筒.

Pure Green Suit (绿一色)

A 'Pure Green Suit Hand' (绿一色 *lǜ-yī-sè*) scores four points instead of just two points for Mixed One Suit, due to the increased difficulty. The hand only consists of 2, 3, 4, 6 or 8 of the bamboo suit (索子) plus the Green Dragon as a pair or triplet.

(Note: As for why it is called Pure Green Suit is that in the early days, all the above tile carvings are painted green.)



Three Lesser Scholars (小三元)

The 'Three Lesser Scholars' (小三元 *xiǎo-sān-yuán*) scores three points (one for the eye pair, and two for the pong/kong of the other two Dragon tiles).



Four Lesser Blessings (小四喜)

A 'Four Lesser Blessings' (小四喜 *xiǎo-sì-xǐ*) score three or four points (two for the hand itself, plus the bonus points for a pong/kong of the prevailing wind and/or player wind).



Three Great Scholars (大三元)

A 'Three Great Scholars' (大三元 *dà-sān-yuán*) scores 10 points, or the *limit*, whichever is the smaller number.



Note 1 : A common rule in Singapore dictates that any player who collects all 3 triplets of the 3 元 tiles, either by having them in your hidden hand, or by performing Pong (碰 *pèng*) to obtain exposed triplets, can declare himself to have fulfilled the 大三元 combination. The combination of the hidden hands, under this rule, does not matter. Invoking this rule when a player collects all 3 triplets earns that player 5 points, instead of 10.

Note 1.1 : Care must be taken by any player, who invokes the above rule, to conceal their hidden hand while declaring the game to be won. Otherwise, if the hidden hand is revealed, certain players consider this to be cheating, because the said party has not won the game by virtue of his entire hand of tiles, as it should be. If such a situation arise, the winning-turned-losing party must compensate the rest of the playing parties.

Four Great Blessings (大四喜)

A 'Four Great Blessings' (大四喜 *dà-sì-xǐ*) score the *limit* (Generally, there appears to be a lack of agreement as to the number of points actually scored by these hands. However, in practice, this combination simply scores the maximum number of points).



Note 1 : For 'Four Great Blessings', a common rule in Singapore dictates that any player who collects all 4 triplets of the 4 individual Wind (風, *fēng*) tiles, either by having them in your hidden hand, or by performing 'Pong' (碰 *pèng*) to obtain exposed triplets, can declare himself to have fulfilled the 大四喜 combination. The combination of the hidden hand (more specifically, the last required pair of any tile) under this rule, does not matter. Invoking this rule when a player collects all 4 triplets earns that player 10 points, instead of the *limit*.

Note 1.1 : Care must be taken by any player, who invokes the above rule, to conceal their hidden hand while declaring the game to be won. Otherwise, if the hidden hand is revealed, certain players consider this to be cheating, because the said party has not won the game by virtue of his entire hand of tiles, as it should be. If such a situation arise, the winning-turned-losing party must compensate the rest of the playing parties.

Thirteen Wonders (十三幺)

The "Thirteen Wonders" or "Thirteen Orphans" (十三幺 *shí-sān-yāo*) Hand score thirteen points, or the *limit*, whichever is the smaller number.



+ any tile in the same set

This winning hand is considered to be one of the hardest to accomplish and therefore has priority to win from a tile from any player's discard, superseding players in front of you who could have gamed from that tile. Thirteen Wonders is the only hand that can snatch a 'Concealed Kong' (暗杠 *àn-gàng*). Furthermore, it can supersede a self-made winning tile even if the practitioner is waiting for the same card as the self-made winning tile (This only applies to pure Thirteen Wonders). Due to the immense difficulty in assembling this hand, all players pay double that of the limit, regardless if the hand was won on a self-picked (自摸) tile or not.

Other special scenarios

Eighteen Arhats / Four Kongs (十八罗汉 *shí bā luó hàn*)

This refers to the scenario where the player manages to 'Kong' (杠 *gàng*) four times. It results in the player having 18 tiles excluding flower and animal tiles, hence its name. It also scores maximum points due to its rarity.

Heavenly Hand (天胡 *tiān hú*)

This refers to the scenario where the first player, as the dealer, wins the round on the first turn (i.e. with the tiles given after dealing and flower/animal/kong any and all etc... replacement needed without draw card). Because of its extreme rarity, this criterion is often awarded the *limit*.

Earthly Hand (地胡 *dì hú*)

This refers to the scenario where a non-dealer wins from the dealer's first discard. Scenario 2 whereby a non-dealer wins upon drawing the first card in the game. Because of its rarity, this criterion is often awarded the *limit*.

Humanly Hand (人胡 *rén hú*)

This refers to the scenario where a non-dealer wins by discard within the first go around of the game before his/her first draw & no exposed meld(except Concealed Kong) formed by anyone. Because of its rarity, this criterion is often awarded the *limit*.

Fully Concealed Hand (门清 *mén qīng*)

This refers to the scenario where you do not eat or pong and draw all the tiles yourself, except the winning tile. This adds one point to your hand. Note: Not everybody plays with this rule so it is best to confirm with everybody before commencing your mahjong game.

Chicken Hand (鸡胡 *jī hú* / 推倒胡 *tuī dǎo hú*)

This refers to the scenario where the Hand does not conform to any scoring pattern, no value Bonus tile and no value 'Pong' (碰 *pèng*) etc. This Hand used to be played in Singapore but with the introduction of Minimum Point Requirement (起胡 *qǐ-hú*) of one point in Singapore, this Hand has become invalid in most playing circles, perhaps the elderly still play it.

Is there any value in having this Hand at all in Mahjong? This Hand is perhaps the best Defensive Strategy Play against high value hand of your opponent.

Ever since the introduction of Minimum Point Requirement (起胡 *qǐ-hú*) of one point in Singapore, the only low value hand is 'Lesser Sequence Hand' (小平胡), but due to many restrictions, it is not an easy hand as well. Perhaps the reason why some players in Singapore started to introduce other low value hand in their playing circle. For example, the Fully Concealed Hand (门清) above.

Paying for all players

High-risk discards are also an element of Singapore-style scoring, with the player making such a discard paying for the other two losing players, in addition to their own (the other two losing players are vindicated – they do not pay anyone anything). High-risk scenarios only occur when a player is visibly near victory, with that player winning because of a high-risk discard.


The following is a typical list of high-risk scenarios:

Dragon Tile Set Scenario (包三元)

Player A has two Dragon Pongs or Kongs exposed. Player B discards a third Dragon and the Player A is able to Pong/Kong it or complete an eye with it (and thereby winning), forming a third set of Dragons. If Player A wins the game with Player B's discard or his own tile, Player B pays all winnings.

Example:

Player A's exposed melds: 

High-risk discard would be: 

Wind Tile Set Scenario (包四喜)

Same as Dragon Tile Set Scenario, but requires three exposed Wind sets and completing a fourth with a discard.

Example:



NOTE: Dragon tiles are also considered high-risk discard:

due to the possibility of a 'All Honours Hand' (字一色).



Point Limit Scenario (包滿貫)

Player A has one less than the maximum number of points (typically 4) exposed. Player B discards a Dragon tile, a Prevailing Wind (圈風, *quān-fēng*) or a Player's Seat Wind (門風, *mén-fēng*) that is taken by A, thereby making a total of the maximum number of points (typically 5).

If Player A wins the game with Player B's discard or his own tile, Player B pays all winnings. Another unique scenario is where Player A has two less than the maximum number of points (typically 3) exposed.

Player B discards the Wind tile that is both the Prevailing Wind and the Player's Seat Wind, that is taken by A, thereby making a total of the maximum number of points (typically 5).

If Player A wins the game with Player B's discard or his own tile, Player B pays all winnings.

However for the scenario of shooter pay, Player B will only need to pay for all the winnings if Player A 自摸.

If Player B discarded Player A's tiles, he would only need to pay for 5 points (as per usual).

Example:

The limit is 5 points. Player A already has 4 points on his exposed tiles. His seat wind is South and the prevailing Wind is East.



Full Flush Scenario (包清一色 / 包字一色)

Player A has 3 or 4 sets of the same suit (bamboo, dots, character or honour) exposed. If Player B discards a tile of the same suit and Player A uses it to win, Player B pays all winnings.

Example:



Player A's exposed melds:

High-risk discards: Any tile from the same suit as player A's exposed melds.

Pure Green Suit Scenario (包绿一色)

Player A has 3 or 4 sets of the green suit (namely 2, 3, 4, 6, 8 of the bamboo suit, and the Green Dragon) exposed. If Player B discards a tile of in this suit and Player A uses it to win, Player B pays all winnings.

Example:



Player A's exposed melds:

High-risk discards:

Note: Most Singaporean players do not recognise this hand as a higher-valued hand, and just treat it like a 'Half Flush Hand' (混一色). In this case, 包绿一色 does not come into effect.

Pure Terminals Scenario (包清老头)


Player A has 3 or 4 triplets exposed, all of which are of the terminal number one or nine of any suit. If Player B discards a tile of the terminal number one or nine, and Player A uses it to win, Player B pays for all winnings.

Example:



Player A's exposed melds:

High-risk discards:

Of course, realistically, the high-risk discards are just  since the rest have already appeared in Player A's exposed melds and can't form either the triplet or pair when he goes Mahjong.

Eighteen Arhats Scenario (包十八罗汉)

When Player A has 3 Kongs revealed, and Player B discards a tile that has not appeared anywhere on the table (Discard pool & exposed melds), and if Player A manage to perform the 4th Kong and goes Mahjong, Player B pays for all the winnings.

Fresh Tile Discard (生牌) Scenarios

Definition of 'Fresh tile' (生牌 *shēng-pái*)

'Fresh tiles' (生牌 *shēng-pái*) are tiles that have not been discarded.

However, exposed tiles from 'Chow' (吃 *chī*) sets are not considered as 'discarded' tiles. For example, if Player C has a 'Chow' (吃 *chī*) set of one-two-three 'Character' (万子 *wàn-zǐ*) exposed, and none other of these three 'Character' (万子 *wàn-zǐ*) tiles are not found in the discard pool, then all these three 'Character' (万子 *wàn-zǐ*) tiles are considered to be 'Fresh' (生 *shēng*) tiles.

As for 'Pong' (碰 *pèng*) sets are not considered as 'Fresh' (生牌 *shēng-pái*) tile since someone did discard it to allow the set to be melded.

There appears to be variants of the "Definition of Fresh" tile among different players as opposed to the one already mentioned above.

The variants are:

1. Some players define "fresh" as any tile that is not already present in the discard pool.
2. while other player define "fresh" to be any tile that is not already exposed somewhere on the table.

i.e. to say, if a certain tile is present in one of the melded sets of a player but absent from the discard pool, it will be considered "fresh" under the definition of the first variant but not under that of the second variant.

As mentioned, it will be wise to agree upon the rules with all playing parties before the below two scenarios are triggered.

Fresh Tile Discard Kong Scenario (包杠)

There are fewer than 7 tiles remaining in the wall (excluding the last 15 tiles that are meant to be untouched). If Player B discards a 'Fresh' (生牌 *shēng-pái*) tile (one not previously discarded) and Player A performs any Kong (杠 *gàng*) with that discarded tile, Player B pays all the associated compensation that Player A should receive. This has no effect on the payout when the game is won. However, if Player A wins by a 'Winning on Replacement Tile For Kong' (杠上 *gàng-shàng*) from that discard, Player B will be responsible to pay for all players.

Fresh Tile Mahjong Scenario (包生)

There are fewer than 5 tiles remaining in the wall (excluding the last 15 tiles that are meant to be untouched). If Player B discards a 'Fresh' tile and Player A wins the game with that tile, Player B pays all winnings payable to Player A for the points he has scored. That is, if Player A wins with a 5-point Hand, Player B will compensate Player A with S\$64. Players C and D will not be involved in any payment within this scenario. The description of 'Fresh' (生 *shēng*) tiles above applies here.

A simple phrase to help remember the number of the tiles remaining for the 'Fresh' tile discard scenarios is simply "7 tiles *Pao Kong*, 5 Tiles *Pao Fresh*" (七张包杠, 五张包生 *qī-zhang-bāo-gàng, wǔ-zhang-bāo-shēng*).

There appears to be a variant of the above rule where the number of tiles involved are switched. Thus, for some players, the 'Fresh Tile Discard Kong Scenario' comes into play when there are less than 5 tiles remaining, while the 'Fresh Discard Scenario' comes into play when there are less than 7 tiles remaining. Thus, the phrase in Note 1 becomes "7 tiles *Pao Fresh*, 5 Tiles *Pao Kong*" (七张包生, 五张包杠). It will be wise to agree upon the rules with all playing parties before the scenarios are triggered.

Note: About the 2 'Fresh' tile discard variants above, which is the original version?

Part of the rule: 5 Tiles 'Pao Fresh' (五张包生) in the first version, is also found in Hong Kong, Taiwanese, South African Mahjong variants etc. This means that it is probably very old and is probably originated from China. As for why the additional 7 tiles 'Pao Kong' (七张包杠) is added in Singapore Mahjong, that is because there is Instant Payment for Kong whereas the above other Mahjong variants don't.

Therefore, "7 tiles *Pao Kong*, 5 Tiles *Pao Fresh*" (七张包杠, 五张包生) is probably the original version.

In an event of 'Thirteen Wonders' (十三么), the two above-mentioned 'Fresh' tile discard variants do not apply in the rules.

Wrong Winning Claim Scenario (诈胡)

A scenario where a player claims he has completed his winning hand but in fact, he has not done so or there is a mistake in his hand. This scenario is called Fake or Trick Hand (诈胡 *zhà-hú*).

Usually he will be penalised to pay 5 points or the **Limit** to the other three players. The discarder will get double, whereas the other two players get the normal rate. If it is the offender that wrongly claim the "winning tile" which he drew it himself, i.e. Self-Pick (自摸 *zì-mō*), then he will pay all the three players double.

Note 1: Usually the penalty for this scenario is 5 points as most players set the **Limit** to 5 points, but it will be wise to confirm with all playing parties beforehand regarding the penalty when this scenario arises especially when the **Limit** is more than 5 points.

Note 2: In the shooter pay scenario, a player who has wrongly claimed a winning hand will only need to compensate the player who discarded the "winning" tile. If he/she has 自摸 the wrong winning tile, he/she will have to compensate everyone the winnings equivalent to 5 points (plus \$2).

Other Penalties

Short Hand (小相公 *xiǎo xiàng gōng*)

Short Hand is when the offending player has less than 13 tiles in hand, exposed or concealed (Kong is counted as 3 tiles). The penalty will be the offender has forfeited the right to win for the current hand. However, the offender is still allowed to claim Kong for instant payment because unlike Long Hand, Short Hand reduces the chance of Kong with instant payment.

Long Hand (大相公 dà xiàng gōng)

Long Hand is when the offending player (i) has more than 13 tiles in hand, exposed or concealed (Kong is counted as 3 tiles) and/or (ii) has drawn the wrong tile/s from the wall and/or (iii) melded the wrong discarded tile. When detected by other player, the penalties will be the offender has forfeited the rights to win and to claim any Kong for instant payment for the current hand.

Special situation: Shin-gou (心狗) is a rule originating from Japanese mahjong where in the event a player drops his tile from his hand onto the floor, an opposing player can pick it up after 3 second and revoke both players winning condition, one having a 大相公 and 小相公. However, this rule is best confirmed with other players before the match.

Note: For most Mahjong variants, there is no instant payment for Kong. Therefore, their penalty for Long Hand is only the forfeit of the right to win for the current hand. But for Singapore Mahjong, a mistake that causes Long Hand actually increase the chance of Kong with instant payment, that is why the forfeit of the right to claim any Kong is added here so that the offender will not benefit from his mistake.

Sacred Discard & Missed Discard Prohibition Rules

Singaporean Mahjong uses the Traditional Prohibition Rules concerning Sacred Discard & Missed Discard.

Sacred Discard (回头牌 *huí-tóu-pái*)

When a player discard a certain tile, it will be the Sacred Discard for that player, because he cannot claim the same identical tile from other players' discards for the win or 'Pong' (碰 *pèng*) during the very same go around. For example, East player discarded a 3 Bamboo without realising that he had a winning hand with 4555 Bamboo. So when South, West or North players discard a 3 Bamboo, he cannot claim it for the win during the very same go around, otherwise it will be considered as a 'Fake Hand' (诈胡 *zhà-hú*)!

But he can still claim 4 or 6 Bamboo for the win during the very same go around and when his turn comes, he can still 'Self-Pick' (自摸 *zì-mō*) 3 Bamboo to win since in Singaporean Mahjong, one does not need to reveal the 'Self-Pick' (自摸 *zì-mō*) tile.

Whilst the above is the general position, there might be some dispute as to whether the East Player could really claim the 6 Bamboo, as by discarding 3 Bamboo, the other players may likely consider throwing 6 Bamboo as a safe tile. This problem is likely to arise when forming the Sequence Hand (平胡). Hence, it will be wise to agree upon the rules with all playing parties before the scenarios are triggered.

Missed Discard (过水牌 *guò-shuǐ-pái*)

When a player misses a chance to claim a certain tile when another player discards it, he cannot claim the same identical tile from the other players' discards for the win or 'Pong' (碰 *pèng*) during the very same go around.

For example, East player has 4555 Bamboo in his hand, South player discarded a 3 Bamboo. East player did not claim it. So when West or North players discard the very same 3 Bamboo during the very same go around, East player is prohibited to claim for the win, otherwise it will be considered as a 'Fake Hand' (诈胡 *zhà-hú*)!

But he can still claim 4 or 6 Bamboo for the win during the very same go around and when his turn comes, he can still 'Self-Pick' (自摸 *zì-mō*) 3 Bamboo to win.

Note: There might be some dispute with the Sacred & Missed Discards especially with "the very same go around". For example, East player misses the chance to claim it, that tile should be either the Sacred or Missed Discard for East player.

So when North player discard a tile that let South player or West Player to 'Pong' (碰 *pèng*) or when West player discard a tile that let South player to 'Pong' (碰 *pèng*), both scenarios will skip the East player. It should then be a new go around for the East player, so East player could claim the former Sacred or Missed Discard when someone discard it after that.

But since East player did not draw any tile before that, some argue that the Sacred or Missed Discard should remain. The problem for this argument is that what if East Player was skipped more than one time, it would then be very confusing & argumentative.

Unless the rule is change from "Sacred & Missed Discards only valid within the very same go around" to 'Only valid till his next turn', then the above scenarios, East player is not allowed to claim it.

As mentioned, it will be wise to agree upon the rules with all playing parties before the scenarios are triggered.