

HK MAHJONG SCORING

Set	Fan	Notes
Scores for basic sets		
Pung of Dragons	1	
Kong of Dragons	1	
Pung of player's Own Wind	1	Implies scoring for Pung of Winds
Kong of player's Own Wind	1	Kong of player's Own Wind
Pung of the Wind of the Round	1	Implies scoring for Pung of Winds
Kong of the Wind of the Round	1	Implies scoring for Pung of Winds
Scores for Flowers and Seasons		
Flower of own Wind	1	
Season of own Wind	1	
All Flowers	2	
All Seasons	2	
No Flowers or Seasons	1	
Scores for patterns based on Pungs and Kongs (= triplets)		
Little Three Dragons	4	(Two Dragon Pungs/Kongs and a pair of the other Dragon)
Scores for patterns based on the whole hand		
Chow hand	1	
Pung hand	3	
One suit and Honors	3	
Seven Pairs	4	
One suit only	6	
Scores for winning		
Self-drawn last tile	1	
Out on the last tile of the Wall	1	
Out on the last discard	1	
Out by robbing a Kong	1	
Out on Replacement Tile	1	

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In addition to the scoring system above, there are also the following special hands which are difficult to compose but rewards the player with maximum payout!

1. **Seven Pairs** - 16 points + components



Hand containing any seven pairs.

2. **Hidden Treasure** - 64 points



Four Pungs, any pair, all concealed, and win by Self-Drawn.

3. **Three Great Scholars** - 64 points



Pung or **Kong** with all three dragons, any **chow**, **pung** or **Kong**, and any pair. May all be melded.

4. **Little Four Winds** - 64 points



Pung or **Kong** of three Winds, a pair of fourth wind, any other set completing the hand. May be all melded.

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5. **Big Four Winds** - 64 points



Pung or **Kong** of each Wind, and any pair. May all be melded.

6. **All Honors** - 64 points



Four **Pungs** or **Kongs** and a pair of Dragons and Winds. May all be melded.

7. **All Terminals** - 64 points



Four **Pungs** or **Kongs** and a pair of 1's or 9's. May all be melded.

8. **Nine Gates** - 64 points



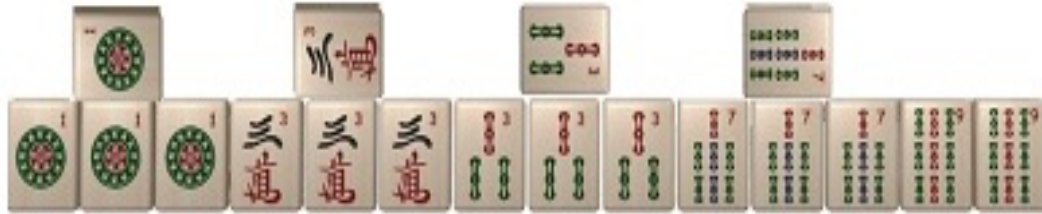
Three 1's, a sequence of 2, 3, 4, 5, 6, 7, 8, and three 9's, all of the same suit, and any other tile of the same suit completing the hand. The hand must be concealed (the winning tile can be a discard). No **Kongs** are allowed.

9. **Thirteen Orphans** - 64 points



One of each Dragon and Wind, 1 and 9 of each suite and 14th tile forming a pair with any of these. The hand must be concealed (the winning tile can be a discard).

10. **All Kongs** - 64 points



Any four Kongs + any Pair.

11. **Jade Dragon** - 64 points



Jade Dragon: Pung or Kong of Bamboos and a Pung or Kong of Green Dragon.

12. **Ruby Dragon** - 64 points



Ruby Dragon: Pung or Kong of Characters only and Pung of Red Dragon.

13. **Pearl Dragon** - 64 points



Pearl Dragon: Pung or Kongs of Dots only and Pung or Kong of White Dragon.

14. **Heavenly Hands** - 64 points

East declares "Out" with the dealt hand (after supplement tiles, if any)

15. **Earthly Hands** - 64 points

Non-dealer goes out on dealer's first discard (supplement tiles are allowed)

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The one who declares mahjong gets to score fan (points). These fan are based on the contents of the winning hand. Once the fan is calculated, it is then converted into a payment amount based upon a payment table called "fan-laak" table. The losing players will in turn pay the winning player based upon this payment table.

Below is the payment table:

Fan	Points	By discard	Self drawn
0	1	1+1+2=4 chips	n/a
1	2	2+2+4=8 chips	4+4+4=12 chips
2	4	4+4+8=16 chips	8+8+8=24 chips
3	8	8+8+16=32 chips	16+16+16=48 chips
4, 5, 6	16	16+16+32=64 chips	32+32+32=96 chips
7, 8, 9	32	32+32+64=128 chips	64+64+64=192 chips
10+	64	64+64+128=256 chips	128+128+128=384 chips

If a player makes a faulty declaration of out - the deal is abandoned and the offender shall each of the other players 100% of the Limit (i.e., full laak, which in the rules described here is 64 points). If the faulty declaration was made in context of a claimed tile, the discarded gets double the amount. The deal normally passes after a faulty declaration of out.

Once you have experienced Hong Kong Mahjong, you will soon be coming back for more!. You can experience the game online here at Mahjong Time! Now we have added engrossing graphics, sounds and other variations you will discover how intriguing and absorbing this pastime is and although the game itself is complex, you will find that playing online is made easy.

Hong Kong scoring is fairly flexible with several well-liked variations. There is no room for negotiation. Just get yourself into the game and have fun while you're at it.