

## Aim of the game

Create a hand of fourteen tiles containing patterns of three of a kind, four of a kind and sequences to gain points. The game plays very similar to rummy games where you take tiles from a stock (called the wall) and discard tiles to a common pool. In special circumstances you can also collect discards from other players.

## Simple Tiles

1 and 9 are called terminals  
2-8 are called simples



Bamboos (a.k.a. *Sticks*, Ch. *sou-zu*)



Characters (a.k.a. *Wans* or *Craks*; Ch. *man-zu*),



Dots (a.k.a. *Balls* or *Circles*, Ch. *pin-zu*)

## Honours



Dragons



Winds

Total number of tiles = 136

Simple tiles are like the traditional 1-10 in card games

Honours are like the J-K in traditional card games

## Sets



**Chow** – a set composed of three sequential Suit tiles



**Pair** – a set composed of two identical tiles



**Pung** – a set composed of three identical tiles



**Kong** – a set composed of four identical tiles

**Chow** – Sequential pattern that is of no value at all. Must contain only 3 tiles.

**Pung** – Three of a kind

**Kong** – Four of a kind

**Pair** – Two of a kind

## Winning hand

Winning hand must contain 4 sets and a pair. For example



2 chow (6, 7, 8 / 1, 2, 3)

2 pung (3s and Red Dragon)

1 pair (North wind)

## Setup

Player position definition is the opposite of normal playing cards

S  
E                  W  
N

Each player must place two layers of 17 tiles on top of each other in front of him. The layers of the 4 players will then form a wall which forms the stock for the game and the discard place for the discarded tiles.

## Deal

Dealer is always east

Dealer deals 13 tiles to all except himself who receives 14.

Deal counter clockwise in sets of 4

For each Kong in a set an extra tile is received from the dead pile

## Claiming

Current player discards his tile on his side and the players may claim the tile only if they can form a complete set (chow, pung, kong).

If a set is formed by claiming a tile then it is placed (melded) in front of the player. These sets contain less points than concealed sets which are formed by drawing tiles from the stock.

You cannot claim for a pair unless you are going out

You cannot claim for a tile already melded in a pung to declare a kong (BUT you can add a tile to an previously melded pung if the tile is drawn from the wall).

Any player may claim a tile irrespective of turn. If two players claim a tile then the meld with the highest value wins. If both have same value then the player whose next wins.

If a player claims a tile then play continues from the next player following the one who claimed the tile.

## Next Deal

At the end of a hand the deal passes counter clockwise and the player who was South becomes East, UNLESS the dealer won the round in which case the deal does not pass. The player who was west becomes south, the player who was north becomes west and the player who was east becomes north.

After all the players have dealt once another round starts and the prevailing wind changes as follows (East → South → West → North).

## **Things to remember**

Chow can only be taken if the tile is discarded by the person before you.






Each Kong must be declared.

A melded pung can be converted into a Kong ONLY if the tile completing the Kong is in drawn from the wall.

## ***Points***

East is paid double if he wins and pays double if he loses.

## Basic Points

Set	Melded	Concealed
Pung of Simples 	2	4
Pung of Terminals, Winds, Dragons 	4	8
Kong of Simples 	8	16
Kong of Terminals, Winds, Dragons 	16	32
Pair of <i>own wind</i> , Pair of <i>wind of round</i> , Pair of <i>Dragons</i> 	2*	2*



\* Not applicable in user's hand

## Bonus Points






Pattern	Points
Going out	20
Concealed hand	10
Self drawn last tile	2
Out on pair	2
Out on 1 chance chow (1-2-X, X-8-9, 1-X-2)	2

## Doubles











### All players

Pattern	Double
Pung of <i>own wind</i> , Pung of <i>wind of round</i> , Pung of <i>Dragons</i> 	x1
Kong of <i>own wind</i> , Kong of <i>wind of round</i> , Kong of <i>Dragons</i> 	x1

### Winner only

Fully concealed hand	x1
Chow hand (no pungs, kongs or value pairs) 	x1
Pung hand (no chows) 	x1
All terminals and honours (can combine with pung hand) 	x1
One suit and honours 	x1
One suit only 	x3
<i>Going out</i>	
Out on last tile of wall	x1
Out on last discard	x1
Out on a supplement tile	x1
Out by robbing the king	x1

## Limit Hands

Name	Description
All Green	Set contains only green dragons, bamboo 2, 3, 4, 6, 8 
Four Kongs	Hand containing 4 Kongs 
Hidden Treasure	Four concealed triples and a pair 
Three Great Scholars	Pung or Kong with all three Dragons, any triplet and any pair 
Big Four Winds	Pung or Kong of each wind and any pair 
Little Four Winds	Pung or Kong of three winds, pair of the fourth and any completing set 
All honours	Four Pungs or Kongs of dragons or winds and a pair of dragons/winds 
All Terminals	Four Pungs or Kongs of terminals and a pair of terminals 
Nine Gates	Three 1's, a sequence of 2, 3, 4, 5, 6, 7, 8 and three 9's plus any one tile all of the same suit. Hand must be concealed. 
Thirteen Orphans	One of each dragon and wind, 1 and 9 of each suit and 14 <sup>th</sup> tile forming a pair with any of these. Hand must be concealed. 
Heavenly hand	East goes out with dealt hand
Earthly hand	None dealer goes out with first discard

## Payments between losers

	East (50 pts)	South (80 pts)	West (20 pts)	North (0 pts)
East	0	60	40	-100
South	-60	0	20	-80
West	-40	-20	0	-20
North	100	80	20	0
Total	0	120	80	-200

As the table shows, the winner's (West's) points are determined directly by the value of his hand (though East pays double). Losers pay to each other according to the difference of their final scores.

Notice that a loser can collect more points than the winner!

Hand #10/1, Round South/3rd Hand, 1st Redeal					
Total Points:	Mike North	Jack East	Helen South	Tim West	
<b>Old Score:</b>	2240	1280	1020	3460	Total
<b>Tile Points:</b>	0	10	40	0	1. Mike
Mike	0	20	40	0	2. Jack
Jack	-20	0	80	-20	3. Helen
Helen	-40	-80	0	-40	4. Tim
Tim	0	20	40	0	Navigation
<b>Total:</b>	-60	-40	160	-60	Print...
<b>New Score:</b>	2180	1240	1180	3400	Hall of Fame
					Resume

Tiles	136 (no extra tiles)
Initial points	2,000
Limit points	500
Restrictions for the winning	None
Claiming rules for going out	<a href="#">Player first in turn wins</a>
Passing of the deal	When non-dealer wins
Rule of Ready	None
Dead hand rules	None
Payment	<a href="#">Between all players; Chinese Classical scheme</a>
Discards	<a href="#">In random order, no extended discard information</a>
Specialties	None
Scoring	Standard
<a href="#">Basic tile points</a>	Standard. The losers are paid the same as the winner.
<a href="#">Scores for basic sets</a>	Standard. The losers are paid the same as the winner.
<a href="#">Scores for Flowers and Seasons</a>	Not used
<a href="#">Scores for patterns based on Chows</a>	None
<a href="#">Scores for patterns based on Pungs and Kongs</a>	Little Three Dragons (3 dbl). The losers are paid the same as the winner.
<a href="#">Scores for patterns based on the whole hand</a>	<i>Standard, i.e.,</i> Fully concealed hand (1 dbl), Chow hand (No value pairs, 1 dbl), Pung hand (1 dbl), All Terminals and Honors (3 dbl, Pung hand implied); One suit with Honors (1 dbl), One suit only (3 dbl). <b>Note:</b> No scoring for losers.
<a href="#">Scores for miscellaneous patterns</a>	None
<a href="#">Scores for winning</a>	<i>Standard, i.e.,</i> Winning (20 pts), Self-drawn last tile (2 pts), Out on a one-chance Chow (2 pts), Out on a pair (2 pts), Out on the last tile of the Wall (1dbl), Out on the last discard (1 dbl), Out on a supplement tile (1 dbl), Out by robbing a Kong (1 dbl).

<a href="#">Rounding</a>	Rounding off to nearest ten after doubles
<a href="#">Penalties</a>	<b>Faulty out:</b> Deal ends and the offender pays 50% of the Limit, East pays/receives double (deal passes if the offender is East); <b>Faulty claims:</b> 100 pts for each faulty claim, paid to the winner; <b>Insurance penalties:</b> None
Limit hands	<a href="#">Classical:</a> Hidden Treasure (100%, concealed Kongs allowed), Three Great Scholars (100%), Big Four Winds (100%), All Honors (100%), All Terminals (100%), Nine Gates (100%), Thirteen Orphans (100%); <a href="#">Serpents:</a> None; <a href="#">Pairs:</a> None; <a href="#">Special ways of going out:</a> Heavenly hand (100%), Earthly hand (100%); <a href="#">American hands:</a> None; <a href="#">Miscellaneous:</a> None.