

Hong Kong Mahjong Cheat Sheet

港式麻雀番數表

Standard rules: 3-faan minimum (三番起糊) · 10-faan cap (十番滿糊) · half-spicy payouts (半辣上) · discarder pays all (全銃)

FAAN TABLE

How you win		
Self-draw 自摸 · <i>zi6 mo2</i>	You draw the winning tile	1
Concealed hand 門前清 · <i>mun4 cin4 cing1</i>	No chow, pong or exposed kong (a concealed kong also breaks it)	1
Win on kong replacement 橫上自摸	Win on the tile drawn after a kong; with self-draw, 2	1
Win on flower replacement 花上自摸	Win on the tile drawn after a flower; with self-draw, 2	1
Robbing the kong 搶橫 · <i>coeng2 gong3</i>	Win on the tile another player adds to a pong	1
Last tile of the wall 海底撈月 · <i>hoi2 dai2 laau4 jyut6</i>	Self-draw on the wall's last tile	1
Last discard 海底炮	Win on the discard after the last tile	1
Flowers and seasons		
Seat flower or season 正花 · <i>zing3 faa1</i>	Each flower or season numbered for your seat	1
Full flower or season set 一台花 · <i>jat1 toi4 faa1</i>	All 4 flowers, or all 4 seasons (per set)	2
No bonus tiles 無花 · <i>mou4 faa1</i>	No flowers or seasons at all	1
All eight bonus tiles 八仙過海 · <i>baat3 sin1 gwo3 hoi2</i>	All 8 bonus tiles: instant win, as a self-draw	8
Dragons and winds		
Dragon pong 紅中 / 發財 / 白板	Pong or kong of a dragon, each	1
Seat wind pong 門風 · <i>mun4 fung1</i>	Pong or kong of your seat's wind	1
Prevailing wind pong 圈風 · <i>hyun1 fung1</i>	Pong or kong of the round's wind; with seat wind, 2	1
Little three dragons 小三元 · <i>siu2 saam1 jyun4</i>	2 dragon pongs + a dragon pair (includes their faan)	5
Big three dragons 大三元 · <i>daai6 saam1 jyun4</i>	3 dragon pongs (includes their faan)	8
Little four winds 小四喜 · <i>siu2 sei3 hei2</i>	3 wind pongs + a wind pair	6

BASICS AND CLAIMS

Tiles: 144; everyone holds 13. The dealer (East) starts with 14 and discards first.

Win (食糊): 4 sets + a pair, worth at least **3 faan**. Total capped at **10**.

Pong (碰): hold a pair, claim **anyone's** discard.

Kong (橫): claim a discard with 3 in hand, add a 4th to your pong, or declare 4 concealed; draw a replacement from the back of the wall.

Chow (上): only from the player **before you** (上家): a run of 3 in one suit.

Claim order: Win, then Pong or Kong, then Chow. Two wins on one tile: the next in turn takes it (截糊).

Flowers: set aside at once and draw a replacement.

Wall runs out: a drawn hand (流局). Nobody pays; the dealer deals again.

PAYOUTS (IN POINTS)

S = one unit: what each opponent pays on a self-draw.

Self-draw (自摸): each of 3 pays **S**, so the winner gets **3S**.

全銃 (standard): the discarder pays **3S** alone.

半銃: the discarder pays **2S**, the other two **S** each: **4S**.

包: the responsible player pays the whole amount alone.

Faan	Half-spicy 半辣上 (standard)					Spicy 辣辣上			
	S	3S	2S	4S		S	3S	2S	4S
3	4	12	8	16		4	12	8	16
4	8	24	16	32		8	24	16	32
5	12	36	24	48		16	48	32	64
6	16	48	32	64		32	96	64	128
7	24	72	48	96		64	192	128	256
8	32	96	64	128		128	384	256	512
9	48	144	96	192		256	768	512	1,024
10	64	192	128	256		512	1,536	1,024	2,048

13-faan cap: S for 11–13 faan is 96 · 128 · 192 (半辣上) or 1,024 · 2,048 · 4,096 (辣辣上).

Hand patterns		
Chicken hand 雞糊 · <i>gai1 wu4</i>	No pattern: needs 3 faan from elsewhere	0
All chows 平糊 · <i>ping4 wu4</i>	4 chows, a non-scoring pair, two-sided wait	1
All pongs 對對糊 · <i>deoi3 deoi3 wu4</i>	4 pongs or kongs + a pair	3
Half flush 混一色 · <i>wan6 jat1 sik1</i>	One suit + honours	3
Mixed terminals 混么九 · <i>wan6 jiu1 gau2</i>	Only 1s, 9s and honours, all pongs (includes All pongs)	4
Full flush 清一色 · <i>cing1 jat1 sik1</i>	One suit, no honours	7
Limit hands: 10 faan, nothing added		
Thirteen orphans 十三么 · <i>sap6 saam1 jiu1</i>	Every 1, 9, wind and dragon + one more	Limit
Nine gates 九蓮寶燈 · <i>gau2 lin4 bou2 dang1</i>	1112345678999 of one suit + any of it, concealed	Limit
Four kongs 十八羅漢 · <i>sap6 baat3 lo4 hon3</i>	Four kongs	Limit
Big four winds 大四喜 · <i>daai6 sei3 hei2</i>	Pongs of all four winds	Limit
All honours 字一色 · <i>zi6 jat1 sik1</i>	Only winds and dragons	Limit
Pure terminals 清么九 · <i>cing1 jiu1 gau2</i>	Only 1s and 9s, all pongs	Limit
Four concealed pongs 坎坎糊 · <i>ham2 ham2 wu4</i>	4 pongs all drawn yourself	Limit
Heavenly hand 天糊 · <i>tin1 wu4</i>	Dealer wins on the opening tiles	Limit
Earthly hand 地糊 · <i>dei6 wu4</i>	Win on the dealer's first discard	Limit

Stacking: All pongs + Half flush = 6 · All pongs + Full flush = 10 · Concealed hand + Self-draw = 2 · Half flush and Full flush never together · the hand counts its best reading.

SEATS AND WINDS

	East 東 · Dealer (莊家) Flower 1 梅 · Season 1 春
	South 南 Flower 2 蘭 · Season 2 夏
	West 西 Flower 3 菊 · Season 3 秋
	North 北 Flower 4 竹 · Season 4 冬

Turns go counter-clockwise: East → South → West → North. A full game is four rounds (East, South, West, North); the round's wind is the prevailing wind (圈風).