

Hong Kong Mahjong Rules Summary



STARTING

- Build walls: each player makes a wall (17–18 stacks long, 2 tiles high).
- Roll dice to choose dealer (East) and break the wall.
- Deal tiles counter-clockwise in sets of 4 until each player has 12 tiles.
- Dealer takes 2 extra tiles (14 total). Others take 1 extra (13 total).

TILE REFERENCE

Priority: Mahjong > Kong/Pung > Chow
Tiebreaker: East > South > West > North

	1	2	3	4	5	6	7	8	9
Circles									
Bamboo									
Cracks									
Winds		East		South		West		North	
Dragons		Red		Green		White			

MELDS (SETS)

CHOW three sequence tiles (same suit)			PUNG three identical tiles			KONG four identical tiles			

PLAY

1. Draw one tile, then discard one tile.
2. Keep 13 tiles in hand (14 during your turn).
3. You may claim a discard to form a set:
 - Chow → only from the player to your left
 - Pung/Kong → from any player
4. Claimed sets are exposed face-up.
5. If your hand is complete (4 sets + 1 pair), declare 'mahjong'.
6. The hand ends when someone wins or the wall runs out.

QUICK NOTES

- Dealer (East) starts
- Play moves anti-clockwise
- Chow only from the player to your left
- Always keep 13 tiles until you draw
- A winning hand = 4 sets + 1 pair
- A "chicken hand" (0 faan) usually cannot win

SCORING & PAYOUT

- Pung of Dragons → 1 faan
 - Seat / Prevailing Wind → 1 faan
 - All Chows → 1 faan
 - All Pungs → 3 faan
 - One Suit → 6 faan
 - Self-draw → +1 faan
 - Seven Pairs → 4 faan
- Minimum usually 1–3 faan required to win

Win on discard

- Only the discarder pays
- They pay the full amount

Self-draw win

- All players pay
- Usually at a higher total payout