

Hong Kong Mahjong Rules Summary

PLAY SETUP • HOW TO PLAY • MELDS • SCORING • KEY RULES

A quick reference guide to the main rules, tile values and scoring in Hong Kong Mahjong.

STARTING THE GAME

Build walls, roll dice, and deal tiles to begin.

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

TURN ORDER

- Dealer (East) starts.
- Play moves anti-clockwise.
- Chow only from the player to your left.

TILE REFERENCE

Each suit has tiles numbered 1–9 (four copies of each tile).

CIRCLES	1	2	3	4	5	6	7	8	9
BAMBOO	1	2	3	4	5	6	7	8	9
CHARACTERS (CRACKS)	一萬	二萬	三萬	四萬	伍萬	六萬	七萬	八萬	九萬

WINDS

East	South	West	North
東	南	西	北

DRAGONS

Red	Green	White
中	發	

MELDS (SETS)

CHOW

四萬	伍萬	六萬
Three sequence tiles in the same suit.		

PUNG

Three identical tiles.		

KONG

中	中	中	中
Four identical tiles.			

HOW TO 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.

SCORING & PAYOUT

COMMON SCORING EXAMPLES (FAAN)

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.

PAYOUTS

Win on discard

- Only the discarder pays.
- They pay the full amount.

Self-draw win

- All players pay.
- Usually at a higher total payout.

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.

