

Mah Jong 20

Any Flower 4

Pair of Terminals 2

Pair of Honors 2

Pung, Kong, Chow 1st tile 2

	Exposed	Concealed
Pung, Non – Terminals	2	4
Pung, Terminals	4	8
Pung, Honors	4	8
Kong, Non – Terminals	8	16
Kong, Terminals	16	32
Kong, Honors	16	32

Doubles

Clean Hand 1

Pure Hand 3

Your Flower 1

Prevailing Flower 1

Pung/Kong your wind 1

Pung/Kong prevailing wind 1

Pung/Kong Dragon 1

Mah Jong from Wall 1

Concealed Mah Jong 1

Definitions:

Chow	Run
Clean Hand	All 1 suit, w/honors
Dragon	“C”, “F” or “B”
Honors	Wind or Dragon
Kong	4 of a kind
Pillow	Pair (2 of a kind)
Pung	3 of a kind
Pure Hand	All 1 suit, w/o honors
Terminals	1 or 9
Wind	“E”, “N”, “S” or “W”

Notes:

- 1 Only 1 chow per hand
- 2 Dealer pays and receives double
- 3 Maximum hand 500 pts (except dealer, max = 1000pts)
- 4 If a player gets all four flowers of same color, each other play pays him/her 1000 pts
- 5 Play moves counter-clockwise (E->S->W->N)
- 6 There are four of every tile, except for flowers, which are unique
- 7 Flowers map to Winds as follows: 1=East, 2=South, 3=North, 4=North
- 8 Dealer remains dealer until he/she does not Mah-Jong first