







MAH-JONG scoring

	Minor	Major
 Exposed Pung	2	4
 Concealed Pung	4	8
 Exposed Kong	8	16
 Concealed Kong	16	32
 Pair of Dragons, prevailing or own Wind	2	
 Flower or Season	4	

For going Mah-Jong **20**. If winning tile drawn from the live wall **2**.

x	
1	2
2	4
3	8
4	16
5	32
6	64
7	128

Doubling for all players

Own Wind. Prevailing Wind.
Dragons. Own Flower / Season.
Set of Flowers / Seasons (twice).
Original call (fishing after first discard).

Doubling for player going Mah-Jong

No Chows. All same suit (and some Honour).
All Ones / Nines (and some Honour).
All concealed (one or more suits, some Honour).
Going Mah-Jong with loose tile, last tile,
last discard, original call or "Robbing the Kong".

Special Hands

Purity



Pungs / Kongs of any one suit and a pair. No Winds, Dragons or Chows.

Points from bonus tiles are counted and doubled separately (as for all Special Hands).

Double 3 times, same when fishing

All Pair Honours



7 pairs of Ones / Nines / Winds / Dragons.

500 points, 200 when fishing

Knitting



7 pairs with the same numbers in any 2 suits.

Duplicate pairs are allowed. No winds or dragons are allowed.

Triple Knitting



4 sets of 3 tiles with the same numbers in the 3 suits and a pair of same numbers.

No winds or dragons are allowed.

Buried Treasure



Concealed Pungs in one suit, with Winds / Dragons and a pair.

No Kongs are allowed. You can pung the last set to go Mah-Jong.

1,000 points, 400 when fishing

Imperial Jade



Pungs / Kongs of green tiles and a pair.

Green tiles are Green Dragons and Twos, Threes, Fours, Sixes and Eights of Bamboos.

Heads and Tails



Pungs / Kongs of Ones and Nines.

Three Great Scholars



Pungs / Kongs of all three Dragons, another Pung / Kong and a pair.

All Winds and Dragons



Pungs / Kongs of Winds / Dragons and a pair of Honours.

No suit tiles are allowed.

Four Blessings Hovering Over the Door



Pungs / Kongs of each of the 4 Winds and any pair.

Fourfold Plenty



4 Kongs and a pair.

The Gates of Heaven



Concealed Pung of Ones and Nines, a run from 2 to 8 with one pair in same suit

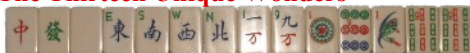
You can pung the last set to go Mah-Jong.

The Wriggling Snake



A pair of Ones and a run from 2 to 9 in same suit, with each of the Winds.

The Thirteen Unique Wonders



One of each Dragon and Wind. 1 of each One. 1 of each Nine. Any one paired.

Heaven's Blessing Mah-Jong immediately made by East with the original 14 tiles dealt to that player.

Earth's Blessing Mah-Jong immediately made by West, North or South using the first discard made by East.

Gathering the Plum Blossom from the Roof 5 of Circles drawn from Kong box which allows player to go Mah Jong.

Plucking the Moon from the Bottom of the Sea 1 of Circles drawn is last tile drawn from wall which allows Mah Jong.

Twofold Fortune Player makes a Kong, draws another tile to make another Kong, then draws another tile to make Mah-Jong.

500 points

1,000 points

