

Limit Hands (500 points)	
Four Concealed Pungs:	Four concealed pungs
All Kongs:	Four kongs plus any pair
All Terminals:	Four pungs plus a pair of all 1's and 9's
All Honors:	Four pungs plus a pair of Winds and/or Dragons
Thirteen Orphans:	1 and 9 of each suit, 1 of each Honor, plus any tile paired; concealed
Nine Gates:	111 and 999, 2-8 in one suit, any tile paired
Big Three Dragons:	Pungs of each Dragon with any set plus a pair
Little Four Winds:	Pung of three Winds, pair of fourth Wind plus any pung or chow
Big Four Winds:	Pung of each Wind plus any pair: Win by self-drfpaw
Blessing of Heaven:	East wins on a drawn hand
Blessing of Earth:	Player wins on first draw
Plucking the Moon from the Bottom of the Sea:	Win by self-draw from last tile in the wall where the tile is a 1 Dot
Gathering the Plumb Blossom from the Roof:	Win by replacement tile where the tile is a 5 Dot
Scratching a Carrying Pole:	Win by robbing a kong of 2 Bams
Two-Fold Fortune:	Win by replacement tile from 2 consecutive kongs
Dealer's 13 <sup>th</sup> Consecutive Win:	Dealer earns the limit on the 13 <sup>th</sup> win

Payout	
East paid double with a win,	pays double with a loss
Win by discard:	Discarding player pays the full value of the winner's hand
Win by self-draw:	All players pay the full value of the winner's hand
Bank Roll	
10,000 (2)	
5,000 (9)	
1,000 (9)	
100 (10)	

1	2	3	4	5	6	7	8	9
Terminal	Simples						Terminal	

Points		
Declaring Mahjong		Value
Bonus		20
Any Flower		4
Self-Drawn Win		2
Concealed		10
Pair of Dragons		2
Pair of Seat or Prevailing Wind		2
Edge, Closed, or Single Wait		2
Sets		Open
Pung os Simples	2	4
Pung of Terminals or Honors	4	8
Kong of Simples	8	16
Kong of Terminals or Honors	16	32
Doubles		
Pure Straight		1
All Pungs		1
Three Concealed Pungs		1
Dragon Pung		1
Little Three Dragons		1
Seat or Prevailing Wind		1
All Simples		1
Outside Hand		1
All Terminals and Honors		1
Half Flush		1
Full Flush		2
Out on Replacement Tile		1
Robbing a Kong		1
Last Tile Drawn or Discarded		1
Fully Concealed		1
Seat Flower		1
All Flowers		2
All Seasons		2

East	South	West	North	Red	White	Green
Winds				Dragons		
Honors						

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Robbing a Kong		1
Last Tile Drawn or Discarded		1
Fully Concealed		1
Seat Flower		1
All Flowers		2
All Seasons		2

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Winds				Dragons		
Honors						

### Set Up

- Find your seat (one of many variations)
  - Place one of each of the Wind tiles plus the White Dragon face down in the center of the table; each player will pick a tile and reveal it in turn; if a player picks the White dragon, they pick a second tile
  - The White dragon represents the temporary East seat so the player who picked the East Wind tile sits in that seat then the other players seat themselves in order (ESWN)
  - East rolls the dice and counts players, starting with the East seat, the number on the dice then that player rolls the dice and counts in the same way thus identifying the first dealer
- Mix all of the tiles well then stack them faced down 18 wide and 2 high in front of each player; walls are then pushed at a 30° angle towards the center of the table to form an inner square

### Deal the Tiles

- The dealer rolls two dice then counts the sum from their wall counterclockwise then the player at that wall counts from right to left the same number and creates a small divide in the wall
- The dealer takes two stacks of tiles (four tiles total) to the left of the divide, the player on the right takes the next two stacks and so on until each player has 12 tiles
- The dealer takes the top 1 & 3 tiles then each player takes one tile

### Play

- The dealer starts by discarding a tile; any player can claim the discarded tiles but the required tiles must be in-hand to complete the meld; discards can be claimed in three ways:
  - Chow: Three in a sequence; discards can be claimed only from the player on the left
  - Pung: Three of a kind; discards can be claimed from any player
  - Kong: Four of a kind; discards can be claimed from any player; must take a replacement tile from the flower wall
- If nobody claims a discard, the player to the right picks a tile from the wall and play continues until someone completes a valid hand
- There are four rounds, one for each wind starting with East; if East wins the dice are kept, otherwise the dice are passed to the next player; when the dice return to the first East the next round begins



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## Cantonese Classical Chinese Setup and Scoring



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