

Hong Kong Mahjong 港式麻將

CASUAL CHINESE MAHJONG · RULES REFERENCE

The fan-scored ruleset played across Hong Kong and much of Southeast Asia, and the one most online clients mean by “Hong Kong”. Also known as **HKOS “New Chapter”** or Hong Kong New Style. It is the only ruleset in this app that **prices** a hand rather than paying flat.

This rulebook documents the whole ruleset. A few of its rules are not yet live at the table — each of those is marked “not yet playable” where it appears, and page 4 lists them together.

The tiles — 144 total

The full standard 136 — three suits numbered 1–9 and all seven honors, four copies of each — plus **eight bonus tiles**: four flowers and four seasons, one copy apiece.

Characters (萬)							
Bamboo (索)							
Dots (筒)							
Winds & Dragons							
Flowers (花)							
	East	South	West	North			
Seasons (季)							
	East	South	West	North			

Flowers and seasons

They are never held, melded or discarded. Draw one — at the deal or mid-hand — and you **turn it face up beside your rack and draw again**, as many times as it takes. So a hand is always thirteen playable tiles however many bonus tiles came your way.

Each is numbered 1–4, and the number says **which seat owns it**: 1 is East's, 2 South's, 3 West's, 4 North's. Your own flower is worth a fan; so is a complete set of four; so, oddly, is drawing none at all.

Hong Kong Mahjong 港式麻將

PAGE 2 OF 4

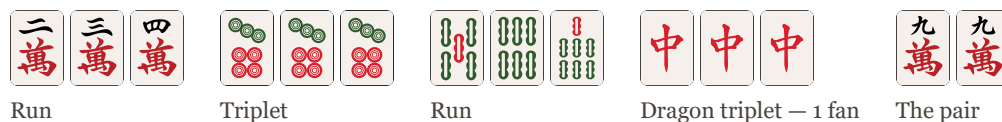
Turn order and calling

- Play passes **counterclockwise**. The dealer starts with 14 tiles and discards first; everyone else holds 13.
- **Chow** only from the player immediately before you; **pong and kong** from anyone.
- Priority on a discard: **win beats pong and kong, which beat chow**. Between equal claims, the seat closest to the discarder takes it.
- Every kong draws a replacement from the dead end of the wall, then discards as usual.
- A player who declines a win off a discard **may not win off that same tile** until they have drawn again themselves.

Robbing the kong (搶槓) — taking the tile a player is adding to an exposed pong, to win on it — is part of the full ruleset but is not yet playable here. Kong upgrades are legal and always stand.

What a winning hand must be

Fourteen tiles as **four sets and a pair** — runs or triplets, open or concealed, with a kong counting as one set. Or **seven pairs**, which is a shape of its own and a limit hand besides.



Four sets and a pair. The dragon triplet is the only thing here scoring on its own, which is the whole game: shape gets you out, content decides what it was worth.



Seven pairs (七對) — held in hand from start to finish, since claiming anything off a discard throws the shape away. Worth the limit, 13 fan.

There is no minimum fan here: a complete hand may be declared however little it scores, down to zero. The optional 3-fan minimum in the wider ruleset is not yet playable.

Hong Kong Mahjong 港式麻將

PAGE 3 OF 4

Counting fan (番)

Every source that applies is counted, and they **stack**. Most hands are worth several at once.

FROM THE HAND'S CONTENT	FAN
Triplet or kong of dragons (中發白) — each	1
Triplet or kong of your seat wind	1
Triplet or kong of the round wind	1
...and when they are the same tile, both apply — one triplet, two fan	2
Your own flower or season	1
All four flowers, or all four seasons	2
No flowers or seasons at all	1
All Chows (平和) — every set a run	1
All Pungs (對對和) — every set a triplet	3
Half Flush (混一色) — one suit plus honors	3
Full Flush (清一色) — one suit, no honors	6
FROM HOW THE HAND WAS WON	FAN
Self-draw (自摸)	1
Fully concealed (門前清) — nothing ever claimed, won off a discard	1
Last tile of the wall (海底撈月)	1

Also in the full ruleset, not yet playable: robbing a kong (+1), winning on a kong replacement (+1), a double-kong replacement (+8), Heavenly Hand and Earthly Hand (both limit), and Little Three Dragons (4).

Limit hands

A limit hand is priced **whole** at 13 fan and ignores everything else it happens to be. **Seven pairs** is the one playable here — and a hand held as seven pairs scores as one even when its tiles would also read as four runs.

The wider ruleset also names: All Honors (字一色), All Terminals, Thirteen Orphans, Nine Gates, All Kongs, Three Great Scholars, Hidden Treasure, Four Winds, and the Jade / Ruby / Pearl Dragons. **None of these are yet playable** — a hand matching one scores only its ordinary fan.

Hong Kong Mahjong 港式麻將

PAGE 4 OF 4

Fan into points

Fan are **looked up, not multiplied**. This app uses the **Half Spicy** curve: doubling through 4 fan, then rising by half every two fan after. It keeps a late big hand from swallowing the whole game.

FAN	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Points	1	2	4	8	16	24	32	48	64	96	128	192	256	384

The full ruleset also offers Full Spicy, a straight 2^{fan} curve topping out at 8192 points. It is not available here.

Who pays

- **Won off a discard** — the discarder pays the whole thing, alone. The other two pay nothing.
- **Self-drawn** — all three opponents pay, each at **1.5×** the table value. The winner takes 4.5× in total.
- **The dealer's own win doubles** everything above. Discarding into someone else's win does not — the dealer pays what anyone would.
- The points a hand converts to are paid in **coins**, one for one. Everyone starts with **500**, since a single big hand moves hundreds of them.

Example: a self-drawn full flush of all triplets is $3 + 6 + 1 = 10$ fan $\rightarrow$ 128 points. Each opponent pays 192 coins, and the winner collects 576. Dealt by the winner, that doubles to 384 apiece.

Not yet playable

Documented above, but not enforced by the table in this build:

- **The round wind is fixed at East**. Hands are dealt independently here, so no prevailing wind advances every four hands.
- Every **limit hand except seven pairs**.
- The **3-fan minimum** and the false-win (詐胡) penalty that enforces it.
- **Robbing the kong**, and the fan for doing it.
- Kong-replacement wins, **Heavenly** and **Earthly Hand**, and Little Three Dragons.
- The **Full Spicy** curve and the discarder-pays-half house rule.