

Object of the Game

Mahjong is a hand-building game similar to Rummy and Poker. The goal is to build a winning hand called a Mahjong, which typically consists of four sets of tiles and an additional pair. There are some winning hands that do not follow this pattern. See section 10.0 Irregular Hands.



Basic Sets

In Mahjong, there are three types of sets you can form. A **Sequence** (also called Chow, Chi, or Run) is a **set of exactly three consecutive tiles in the same suit**.



An example of a Sequence

The second type of set you can form is a three-of-a-kind called a **Triplet** (also known as a Pung or Pon).



An example of a Triplet

The third type of set is a four-of-a-kind called a **Quad** (also known as a Kong or Kan)



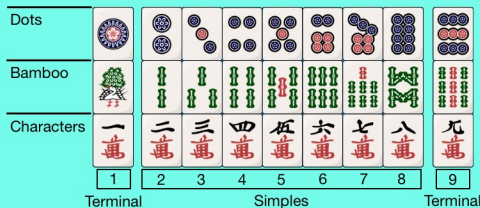
An example of a Quad

Quads are the only four-tile sets in Mahjong. A complete hand is typically 14 tiles; using a Quad means the winning hand will exceed 14 tiles. To adjust, the player who forms a Quad draws a Replacement Tile. **Triplets and Quads must be the same rank and suit, or Honor Tile.**

The Tiles

There are two types of tiles: Suited Tiles and Honor Tiles. Some variants also use Flower Tiles, but Zung Jung typically does not. There are four of each tile, and there should be 136 tiles total.

Suited Tiles have a suit (Dots, Bamboo, or Characters) and a rank (1–9). They can form any type of set. Sequences do not wrap around, e.g., 8-9-1 is invalid. Tiles ranked 1 and 9 are called **Terminals**, while tiles ranked 2-8 are called **Simples**. The 1-Bamboo tile is typically depicted as a bird.



Honor Tiles have no suit or rank and can't form Sequences—only Triplets and Quads. There are two types of Honor Tiles: Winds and Dragons. Winds correspond to seating positions—East, South, West, and North—with East as the dealer. Your position determines your Seat Wind; other Winds are called Guest Winds. Zung Jung has no Table Wind.

Forming a Triplet or Quad with your Seat Wind or a Dragon gives you points with the scoring element **3.1 Value Honor**



Playing the Game

You hold 13 tiles in your hand. On your turn, draw your 14th tile. If you have Mahjong, declare it and reveal your hand to win. If not, discard a tile to end your turn. Others can claim the tile just discarded to complete a Sequence, Triplet, Quad, or Mahjong. **If you claim a discard, it *MUST* complete a set. You can only claim Sequences from the player to your left; Triplets and Quads can be claimed from any player.** When claiming a discard, reveal the matching tiles from your hand and turn the claimed tile sideways to show who discarded it. **If a tile completes Mahjong, it may be claimed from any player to win the round.**



Only reveal sets made using discarded tiles. Sets in your hand should stay hidden.

Quads can be made by claiming a discard to upgrade a concealed Triplet, drawing a tile to upgrade a revealed Triplet, or drawing a tile to upgrade a concealed Triplet to a concealed Quad. You must declare a concealed Quad for it to count toward your hand and to draw the Replacement Tile.

Play ends when a player declares Mahjong, and only the winner scores points. While special patterns earn extra points, beginners should focus on just forming the basic four sets and a pair.

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Scoring

1. Only the winning hand is scored

When a player declares Mahjong, only that player earns points for the round. The amount they win is based on the total point value of their completed hand, as described in the **Payoff Scheme**. The other three players pay the winner according to that value.

2. Scoring Pattern Organization

Each scoring pattern in Zung Jung is listed in a numbered format like **3.3**, where the first number refers to the category (e.g., Honor Tiles) and the second number refers to the series within that category (e.g., Winds). This structure makes it easier to find and group related patterns when learning the system.

3. Additive Scoring

Zung Jung uses a simple addition system for scoring. You add up the point values of all valid patterns in your winning hand. While you may score two or more patterns in the same category, you may only count **one pattern per series**, and you can't count the same pattern twice.

Exceptions:

- **3.1 Value Honor** (+10 points for each set of Dragon and/or Seat Wind).

4. Minimum Requirement to Win.

By default, **any complete hand can win**, even if it has no scoring patterns. Such a hand is called a **Chicken Hand** and is worth **1 point**.

Some groups prefer to play with a **5-point minimum**, meaning a hand must earn at least 5 points in patterns to qualify as a valid win.

5. Maximum Scoring Limit.

There are two scoring limits in Zung Jung:

- If multiple patterns add up to more than 320, the total is reduced to **320 points**.
- If the hand includes a single pattern worth **320 or more points**, it scores only that **one highest-value pattern**.

Payoff Scheme

1. Fixed Payoff Principle

The winner's total earnings are based only on the **value of their hand**. How the win happens—by discard or self-draw—doesn't change the total amount they receive.

2. Zung Jung Standard Payoff

In every round, the winner receives a total of **three times the value of their hand**. This total is always the same; only how it's divided among the other players changes.

3. When you win by self-draw

If the winning tile is drawn from the wall, everyone pays equally. No one is considered responsible, so each of the three other players pays the winner the value of the winning hand. Together, those three payments equal the winner's full reward—three times the hand's value.

4. When you win on a discard

If the winning tile comes from another player's discard, that player is responsible, score accordingly:

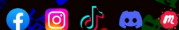
- For small hands **25 points or less**: all three players split the payment equally.
- For larger hands **over 25 points**: each player first pays 25 points, and then the discarder pays the remaining amount so the winner's total equals three times the hand's value.

Example: If a 70-point hand wins on discard, the two non-discarders each pay 25 points, and the discarder pays 160 points. The winner receives 210 points total (3 × 70).

5. Same-Round Immunity

If the winning tile had already been discarded **earlier in the same round**—that is, between the winner's last discard and their win—the most recent discarder isn't considered responsible. Responsibility goes to whoever first discarded that tile in the round. If the winner themselves discarded it first in the round then no one is responsible and payments are split evenly.

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1.0 Trivial Patterns

1.1 All Sequences: 5

Only Sequences in hand



1.2 Concealed Hand: 5

Every set is concealed



1.3 All Simples: 5

No ones, nines, Winds, or Dragons



2.0 One-Suit Patterns

2.1.1 Half Flush: 40

Only one suit and Honor tiles



2.1.2 Full Flush: 80

Only one suit



2.2 Nine Gates: 480

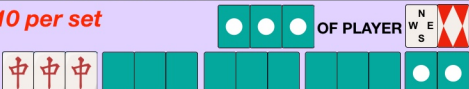
1112345678999 in one suit, a tile to complete a pair, 9-sided wait, no set melds



3.0 Honor Tiles

3.1 Value Honor: 10 per set

A Triplet and/or Quad of a Dragon tile or player's Seat Wind



3.2.1 Little Three Dragons: 40

Two Triplets and/or Quads of Dragons and a pair of Dragons



3.2.2 Big Three Dragons: 130

Triplets and/or Quads of each of the three Dragons



3.3.1 Little Three Winds: 30

Two Triplets and/or Quads of Winds and a pair of Winds



3.3.2 Big Three Winds: 120

Triplets and/or Quads of three Winds



3.3.3 Little Four Winds: 320

Three Triplets and/or Quads of Winds and a pair of Winds



3.3.4 Big Four Winds: 400

Triplets and/or Quads of each of the four Winds

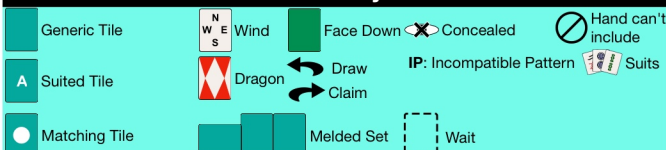


3.4 All Honors: 320

Only Winds and Dragons



Icon Key



4.0 Triplets and Quads

4.1 All Triplets: 30

Only Triplets and/or Quads



4.2.1 Two Concealed Triplets: 5

Two concealed Triplets and/or Quads



4.2.2 Three Concealed Triplets: 30

Three concealed Triplets and/or Quads



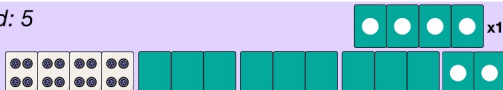
4.2.3 Four Concealed Triplets: 125

Four concealed Triplets and/or Quads



4.3.1 One Quad: 5

One Quads



4.3.2 Two Quads: 20

Three Quads



4.3.3 Three Quads: 120

Three Quads



4.3.4 Four Quads: 480

Four Quads



5.0 Identical Sets

5.1.1 Pure Double Sequence: 10

Two identical Sequences in the same suit



5.1.2 Two Pure Double Sequences: 60

Two groups of Pure Double Sequence



5.1.3 Pure Triple Sequence: 120

Three identical Sequences in the same suit



5.1.4 Quadruple Sequence: 480

Four identical Sequences in the same suit



6.0 Similar Sets

6.1 Mixed Triple Sequence: 35

Three identical Sequences in all three suits



6.2.1 Double Triplet and Matching Pair: 30

Two Triplets and/or Quads and a Pair of the same number



6.2.2 Triple Triplet: 120

Three Triplets and/or Quads of the same number



New Player Tips

Zung Jung is a pattern-building game. This cheat sheet aims to simplify the process of learning patterns by encouraging beginners to first learn the four patterns in **RED** and then the six patterns in **BLUE**.

7.0 Consecutive Sets

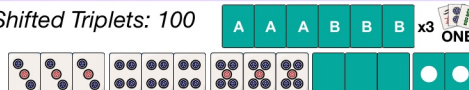
7.1 Pure Straight: 40

Three consecutive Sequences from one to nine in a single suit



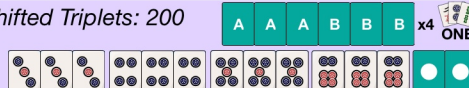
7.2.1 Three Pure Shifted Triplets: 100

Three consecutive Triplets and/or Quads in the same suit



7.2.2 Four Pure Shifted Triplets: 200

Four consecutive Triplets and/or Quads in the same suit



8.0 Terminals

8.1.1 Half Outside Hand: 40

Every set and the Pair involves ones, nines, or Honors



8.1.2 Full Outside Hand: 50

Every set and the Pair involves ones and nines



8.1.3 All Terminals and Honors: 100

Only ones, nines, Winds and Dragons (excluding Thirteen Orphans)



8.1.4 All Terminals: 400

Only ones and nines



9.0 Incidental Bonuses

9.1.1 Last Tile Draw: 10

Winning upon drawing the final tile in the Live Wall



9.1.2 Last Tile Claim: 10

Winning with someone's discard after the final tile in the live wall is drawn



9.2 Out with the Replacement Tile: 10

Winning upon drawing the replacement tile for a Quad



9.3 Robbing the Quad: 10

A player may declare Mahjong off a tile that another player attempts upgrade melded Triplet to a Quad with



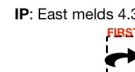
9.4.1 Blessings of Heaven: 155

East player winning with their initial 14-tile hand



9.4.2 Blessings of Earth: 155

Non-East player winning off of East's first discard



10.0 Irregular Hands

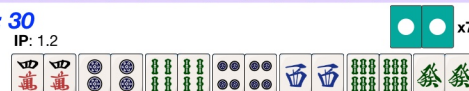
10.1 Thirteen Orphans: 160

One of each Terminal and Honor tile, and a tile to complete a pair



10.2 Seven Pairs: 30

Seven Pairs



Zung Jung Resources

Official Site: zj-mahjong.info Fan Site: zungjungmahjong.com Wiki: mahjong.wikidot.com