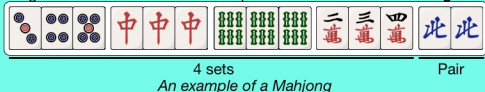


## Object of the Game

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.

Dots									
Bamboo									
Characters									
	1	2	3	4	5	6	7	8	9
	Terminal	Simples						Terminal	

**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 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

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**.

### 5. Maximum Scoring Limit.

There are two scoring limits:

- 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 **three times the value of their hand**. This total is always the same; only how it's divided among the other players changes.

### 3. Everyone Pays for Self-Draw

If the winning tile is drawn from the wall, everyone pays the same amount. 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. Discarder Pays for Big Hands

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. Rule of Same-Turn 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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# ZUNG JUNG MAHJONG

Version 3.3

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Pamphlet designed by Nathanael J. Reynolds

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## 1.0 Trivial Patterns

### 1.1 All Sequences: 5

Only Sequences in hand

