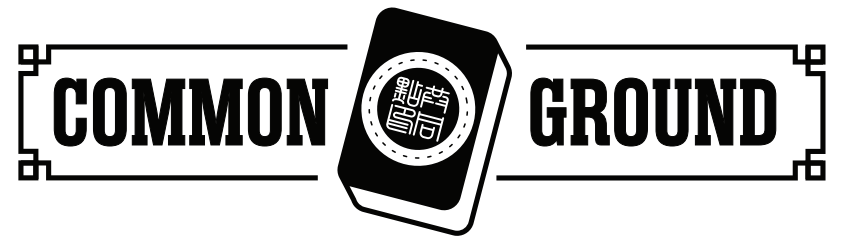


I. HOUSE RULES

- 1 Community guidelines are available at <https://commongroundmahjong.com/community-guidelines/>
- 2 Common Ground teaches 13-tile Hong Kong style mahjong, but you are welcome to play any house rules and/or variant your table agrees on.
- 3 Treat the space, sets, and all other materials with care, and clean up after yourself.
- 4 All players (except the winner) rotate after two games to give everyone a chance to play.
- 5 Lead with good faith and kindness, and be open to teaching others who are new to the game. People of all ages, backgrounds, and experience levels are welcome to spectate and play.
- 6 Gambling is banned, no exceptions.
- 7 Support the venue and vendors by purchasing their products and/or services, as well as following them on social media.
- 8 Have fun and play some mahjong!

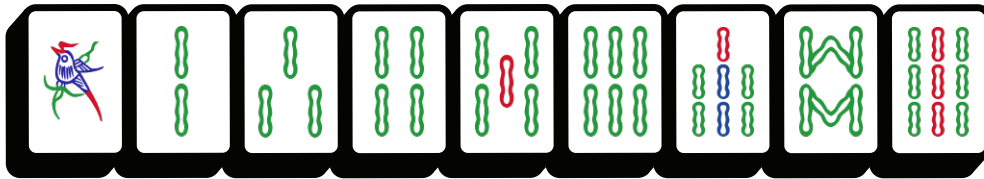
家規

II. TILES & SUITS

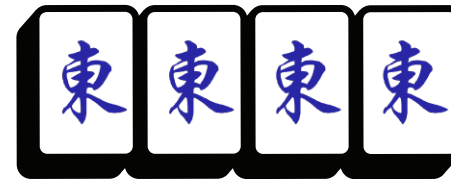


There are a total of 144 TILES, with 4 copies of each of the SUITS below *except for the FLOWERS AND SEASONS.

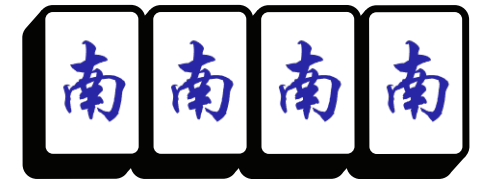
BAMBOO 1-9 索 SUǒ SOK³



EAST WIND 東 DŌNG DUNG¹



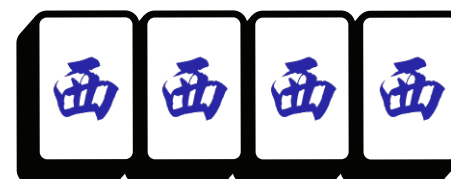
SOUTH WIND 南 NÁN NAAM⁴



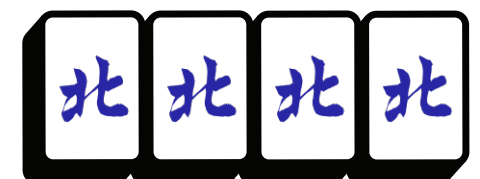
CIRCLES 1-9 筒 TǒNG TUNG⁴



WEST WIND 西 Xī SAI¹



NORTH WIND 北 Běi BAK¹



CHARACTERS 1-9 萬 Wàn MAAN⁶



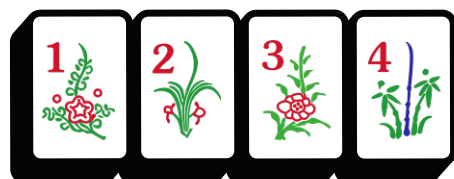
RED 紅中 Hóngzhōng HUNG⁴ZUNG¹



GREEN 發財 Fācái FĀCÁI³COI⁴

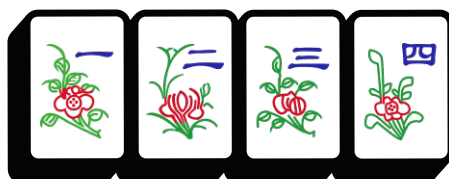


FLOWERS* 花牌 HUĀPÁI FĀA'PAAI²



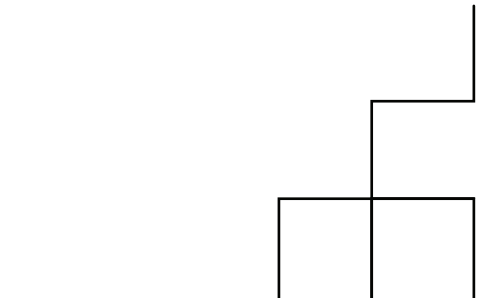
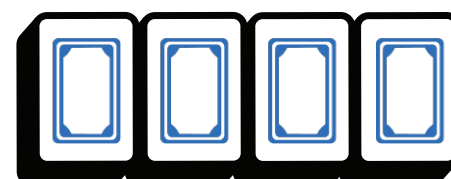
PLUM ORCHID CHRYSANTHEMUM BAMBOO

SEASONS* 四季 SÌJÌ SEI³GWAI³

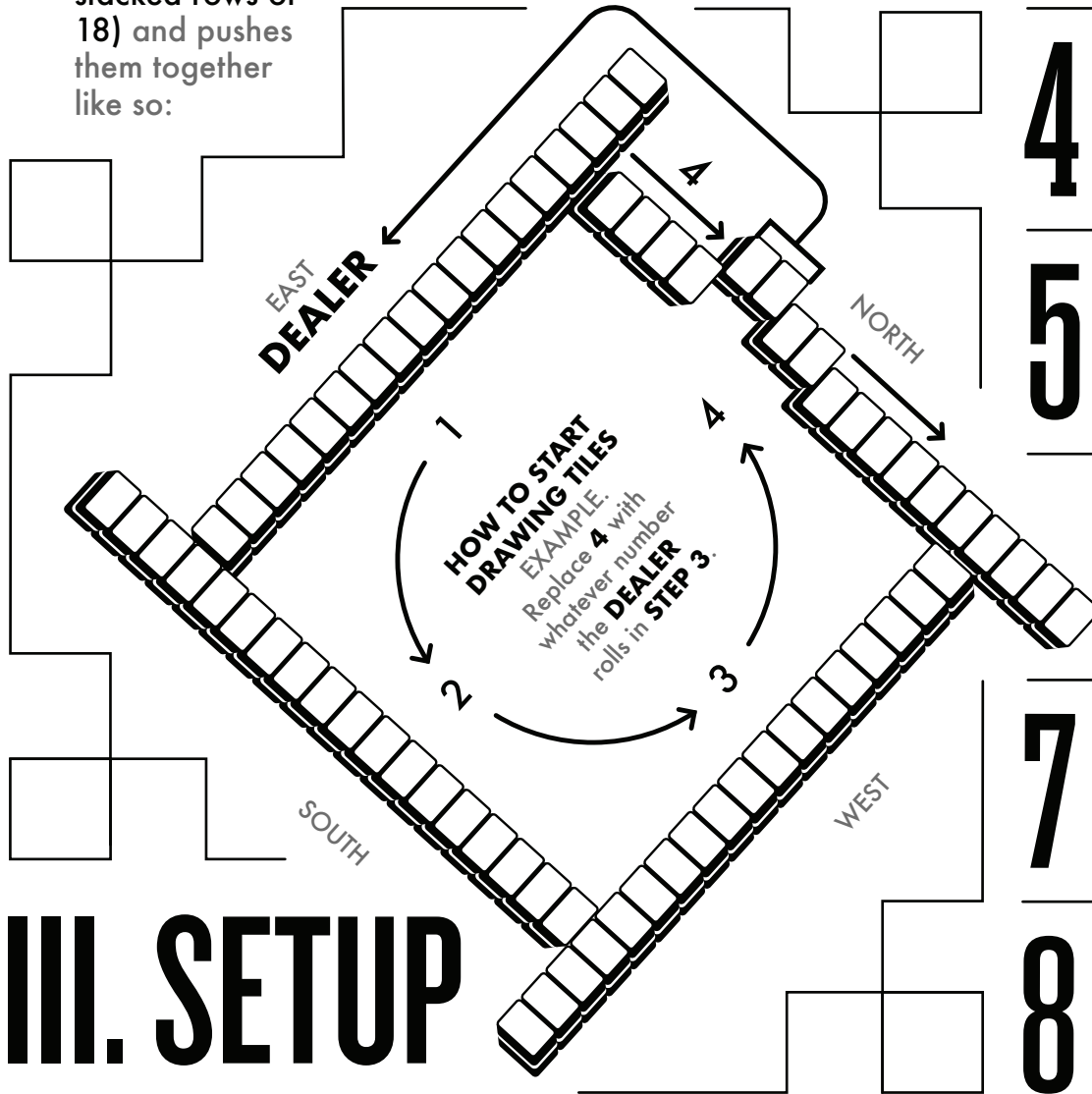


SPRING SUMMER FALL WINTER

WHITE 白板 BÁIBǎN BĀAK⁶BAAN²



1 **WASH** (shuffle) the tiles. Each player creates a **WALL** of 36 tiles (two stacked rows of 18) and pushes them together like so:



III. SETUP

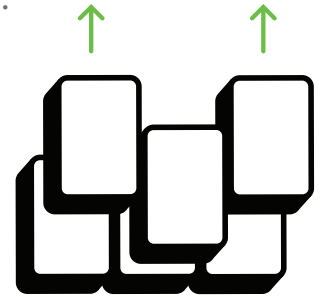


2 All players roll 3 dice, the player with the highest roll is the **DEALER**. The dealer's seat is **EAST** and the seats counterclockwise from them are **SOUTH**, **WEST**, and **NORTH**.

3 The **DEALER** rolls three dice to determine which **WALL** to start drawing tiles from. They count this number of **WALLS** to their right. **For this example, they rolled a 4** (If they roll higher than 4, keep counting and loop around).

4 The player sitting behind the **WALL** that the **DEALER** lands on (in this example, **NORTH**) counts **4 TILES** (the number the **DEALER** rolled in STEP 3) from **RIGHT TO LEFT**. This is now the **BACK** of the **WALL**.

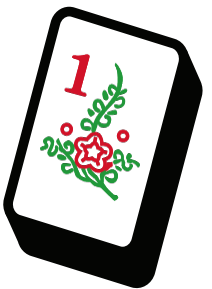
5 Starting on the next tile, the **DEALER** draw **4 TILES** (two stacks of two). The player to their **RIGHT** does the same and so on until everyone has **12 TILES**.



6 The **DEALER DRAWS 2 MORE TILES**, both from the top layer of the wall and skipping one.

7 Each player, starting again on the **DEALER'S RIGHT**, **DRAWS 1 TILE**. Each player should now have a hand of **13 TILES**, except for the **DEALER** (who has 14 and will discard one soon).

8 All players reveal their **FLOWERS** and place them to the side. Replace any flowers with tiles from the **BACK** of the **WALL** (the opposite end you began drawing from).



9 The **DEALER DISCARDS 1 TILE** to start the game. The **DEALER** should now also have **13 TILES**, and it is the **NEXT PLAYER'S** turn!

WINNING

Assemble a winning hand of **14 TILES**: 4 **MELDS** of 3 and 1 pair. Your hand will have 13 tiles and your 14th tile can be claimed by any method: **DRAW**, **CHĪ**, **PÈNG**, or **GÀNG**.



When you WIN on a discard, say 胡了 **HÚ LE!** or 食糊 **SÍK6 WU4!** You can say 自摸 **ZI MO** for a victory by a self-drawn tile.

TYPES OF MELDS



CHĪ/SOENG2: 3 SEQUENCE

If you have two of three, you can claim the third only when the player directly before you (to your left) discards it.



PÈNG/PUNG3: 3 OF A KIND

If you have two of three, you can claim the third from anyone who discards it.

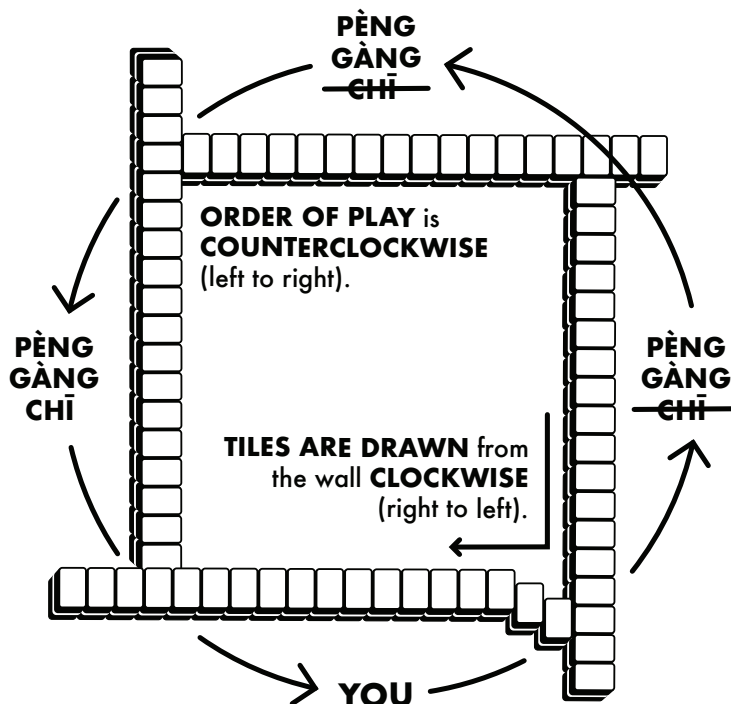


GÀNG/GONG3: 4 OF A KIND

If you have three of four, you can claim the fourth from anyone who discards it. After claiming, draw an additional tile from the BACK of the WALL and discard a tile.

NOTE: You must place a MELD completed via discard face up for other players to see.

NOTE: If two players try to make a MELD with the same tile, the priority is as follows: **HÚ LE (WIN) > PÈNG/GÀNG > CHĪ**



OUTSIDE YOUR TURN

PÈNG or **GÀNG** any **DISCARDED** tile that completes a **MELD**. **IT IS NOW YOUR TURN TO DISCARD A TILE**. This skips any players in between you and the person who discarded the tile you claimed!

DURING YOUR TURN

- 1) **DRAW** a tile from the front of the **WALL**, unless you started your turn by claiming a **CHĪ**, **PÈNG**, or **GÀNG** from another player.

If you draw a **FLOWER**, set it aside and replace it with a tile from the **BACK** of the **WALL**.

- 2) **DISCARD** a tile. You should have 13 tiles in your hand at all times (until you claim your 14th to win).



IV. PLAY



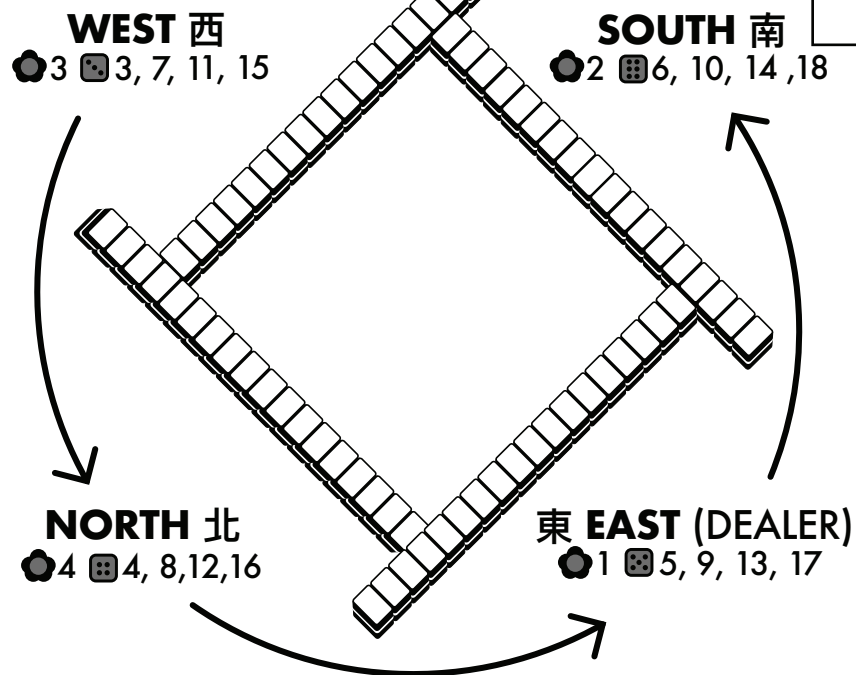
V. POINTS P.I



For INTERMEDIATE players, this section will take you to the next level. ADVANCED Hong Kong 13-tile games are traditionally played with points, offering a strategic approach to play. Winning an ADVANCED game requires meeting a FĀN/FAAN1 番 (points) minimum. The most common minimum used in Hong Kong style is the THREE-POINT HAND 三番起糊 SĀN FĀN Qǐ HÚ/SAAM1 FAAN1 HEI2 WU2. This means you must acquire at least 3 FĀN for your completed hand to win the game. There are various tiles, actions, and hands that will help you gain points. SEAT WINDS and FLOWER TILES become relevant at this level of play.

QUICK START FĀN

Below are some of the easier FĀN to accumulate. Start with these if you are new to playing with FĀN; the next section has the full list of hands and FĀN. Playstyles really begin to shine through when you play with the full rules: are you the offensive type that declares early and goes after tiles aggressively, or the defensive type that waits and sees how the tiles unfold?



EX: DURING EAST ROUND

ROUND WIND 圈風刻

+1 POINT

Hand contains a PÈNG of the wind matching the round.



ALL PÈNGS 碰碰糊

+3 POINTS

Hand contains only PÈNGS (and one pair)

EX: WHILE YOU ARE IN THE WEST SEAT

SEAT WIND 門風刻

+1 POINT

Hand contains a PÈNG of the wind matching your seat.



MIXED FLUSH 混一色

+3 POINTS

Hand contains only tiles from a single suit, plus honor tiles.

EX: EAST SOUTH WEST NORTH

SEAT FLOWER 正花

+1 POINT

Hand contains a flower matching your seat.



PURE FLUSH 清一色

+7 POINTS

Hand contains only tiles from a single suit.

VI. POINTS P.2

FĀN are earned when the winning hands fulfill the conditions listed below and are cumulative unless otherwise noted, up to a maximum of 13 FĀN.

I. WIN ACTIONS

SELF DRAW 自摸
+1 POINT

Draw the winning tile yourself.

CONCEALED HAND 門前清
+1 POINT

Win with your entire hand concealed (you did not call CHĪ, PÈNG, or GÀNG the whole game).

WIN ON FINAL TILE 海底撈月
+1 POINT

Win by drawing the final tile in the wall, or by claiming the final discarded tile.

AFTER A GÀNG 槓上自摸
+1 POINT

Win with a tile acquired by GÀNG.

AFTER MULTIPLE GÀNGS 槓上槓自摸
+8 POINTS

Win with a tile acquired by GÀNG, and you called GÀNG on your previous turn.

ROBBING A GÀNG 搶槓
+1 POINT

You win by stealing your last tile from a player upgrading an exposed PÈNG to a GÀNG.

2. SINGLE SET HANDS



ALL SEQUENCES 平糊
+1 POINT

Hand contains only sequences (and one pair).



ALL PÈNGS 碰碰糊
+3 POINTS

Hand contains only PÈNGS (and one pair)



MIXED TERMINALS 混老頭
+4 POINTS

Hand contains only terminals (1's and 9's) and honors.

2. SINGLE SET HANDS CONTINUED



FOUR CONCEALED PÈNGS 四暗刻
+8 POINTS

Hand contains only PÈNGS (and one pair), and you drew all tiles from WALL.



ALL TERMINALS 清老頭
+13 POINTS

Hand contains only terminals (1's and 9's).



FOUR GÀNGS 十八羅漢
+13 POINTS

Hand contains four GÀNGS.

3. SPECIAL TILE HANDS



ARROW PÈNG 箭刻
+1 POINT

Hand contains a PÈNG of arrows.



SMALL THREE ARROWS 小三元
+5 POINTS

Hand contains two arrow PÈNGS and a pair of the third arrow. Do not add points for the individual PÈNGS.



BIG THREE ARROWS 大三元
+8 POINTS

Hand contains PÈNGS of all three arrows. Do not add points for the individual triplets.

EX: 東東東 DURING EAST ROUND

ROUND WIND 圈風刻
+1 POINT

Hand contains a PÈNG of the wind matching the round.

EX: 西西西 WHILE YOU ARE IN THE WEST SEAT

SEAT WIND 門風刻
+1 POINT

Hand contains a PÈNG of the wind matching your seat.



SMALL FOUR WINDS 小四喜
+6 POINTS

Hand contains PÈNGS of three winds and a pair of the 4th. Does not stack with half flush, do not add points for the individual PÈNGS.



BIG FOUR WINDS 大四喜
+13 POINTS

Hand contains a PÈNGS of all four winds.



ALL HONORS 字一色
+10 POINTS

Hand contains only honor tiles (winds and arrows)



3. SPECIAL TILE HANDS CONTINUED



MIXED FLUSH 混一色

+3 POINTS

Hand contains only tiles from a single suit, plus honor tiles.



PURE FLUSH 清一色

+7 POINTS

Hand contains only tiles from a single suit.

4. FLOWERS & SEASONS



NO FLOWERS 無花

+1 POINT

Hand contains no flowers



SEAT FLOWER 正花

+1 POINT

Hand contains a flower matching your seat.



SET OF FLOWERS 一台花

+2 POINTS

Hand contains 4 flowers of the same series.



7 FLOWERS 花糊

+3 POINTS

If you have seven flowers, you win automatically when ANYONE draws the eighth (regardless of the rest of your hand).



8 FLOWERS 八仙過海

+8 POINTS

You automatically win upon drawing the eighth flower (regardless of the rest of your hand). This counts as a win by self draw (+1 additional point).



5. SPECIAL HANDS



THIRTEEN ORPHANS 十三幺

+13 POINTS

Hand contains 1 of each terminal and honor, plus a second copy of any of them (to make a pair).



NINE GATES 九子連環

+13 POINTS

Hand contains the tiles 1112345678999 in any suit. All tiles must be self drawn (except for the final tile).

BLESSING OF HEAVEN 天糊

+13 POINTS

Win on your first turn while you are the DEALER.

BLESSING OF EARTH 地糊

+13 POINTS

Win by claiming the DEALER'S first discard of the game.

BLESSING OF MAN 人糊

+13 POINTS

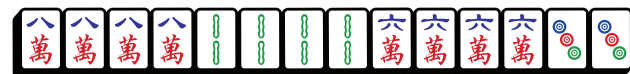
Win on your first turn while you are not the DEALER.



SEVEN PAIRS 七對子

+3 POINTS

Hand contains seven pairs.



THREE GÀNGS 三槓子

+3 POINTS

Hand contains three GÀNGS.



PURE STRAIGHT 一條龍

+3 POINTS

Hand contains the sequences 123, 456, 789 all in the same suit.



MIXED TRIPLE SEQUENCE 三相逢

+3 POINTS

Hand contains three of the same numerical sequence in each of the three numbered suits.



TWO IDENTICAL SEQUENCES 一般高

+1 POINT

Hand contains 2 of the same numerical sequence in the same suit.



THREE IDENTICAL SEQUENCES 三般高

+3 POINTS

Hand contains 3 of the same numerical sequence in the same suit.



FOUR IDENTICAL SEQUENCES 四般高

+13 POINTS

Hand contains 4 of the same numerical sequence in the same suit.