

COMMON



GROUND

I. HOUSE RULES

家規

- 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!

II. TILES & SUITS

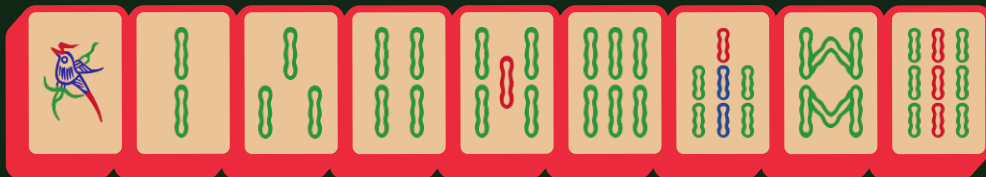
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There are a total of 144 TILES, with 4 copies of each of the SUITS below *except for the FLOWERS AND SEASONS.

BAMBOO 1-9 索 SUǒ SOK³



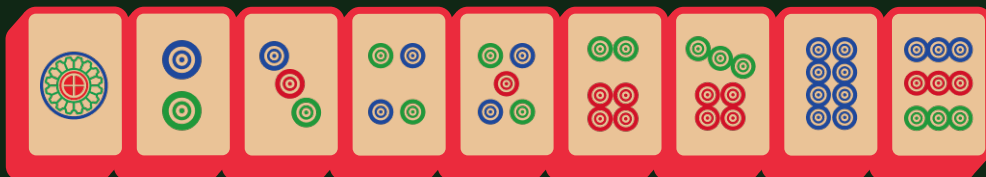
EAST WIND 東 DŌNG DUNG¹



SOUTH WIND 南 NÁN NAAM⁴



CIRCLES 1-9 筒 TŌNG TUNG⁴



WEST WIND 西 XĪ SAI¹



NORTH WIND 北 BĒI BAK¹



CHARACTERS 1-9 萬 WÀN MAAN⁶



RED 紅中 HÓNGZHONG HUNG⁴ZUNG¹



GREEN 發財 FĀCÁI FAAT³COI⁴



FLOWERS* 花牌 HUĀPÁI FAI¹PAAI²



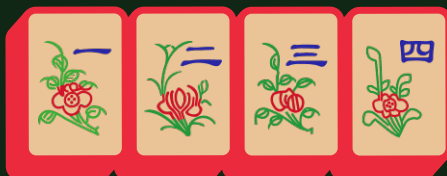
PLUM

ORCHID

CHRYSANTHEMUM

BAMBOO

SEASONS* 四季 SÌJÌ SEI³GWAI³



SPRING

SUMMER

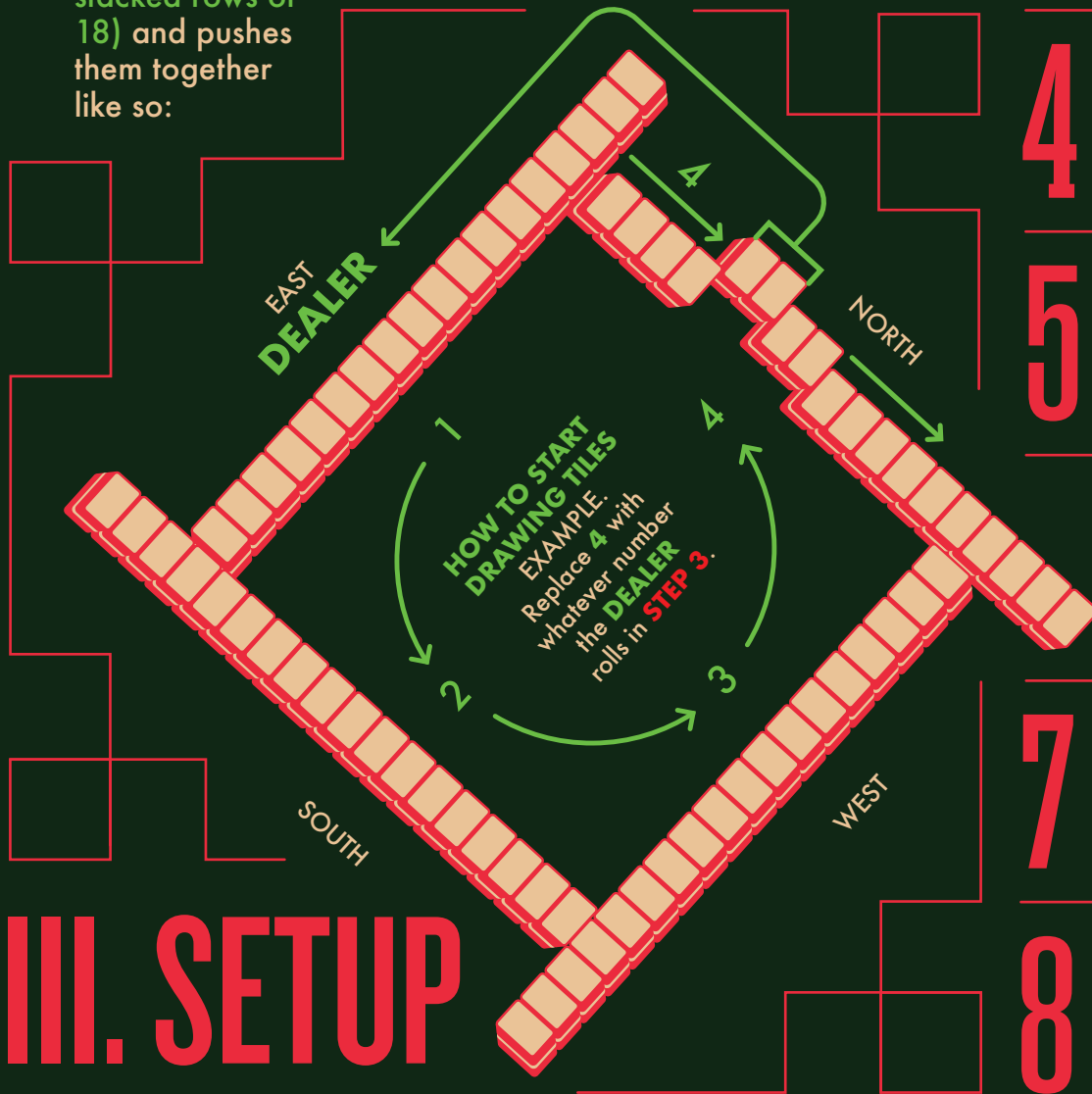
FALL

WINTER

WHITE 白板 BÁIBǎN BAAK⁶BAAN²



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

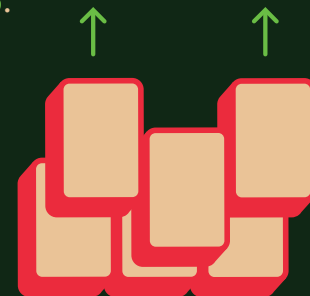


2 All players roll 3 dice, the player with the highest roll is the **DEALER**. The dealer's seat is **EAST** and the seats counterclockwise from them are **SOUTH**, **WEST**, and **NORTH**.

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**.

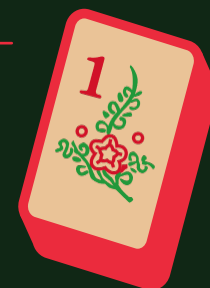
5 Starting on the next tile, the **DEALER** draw **4 TILES** (two stacks of two). The player to their **RIGHT** does the same and so on until everyone has **12 TILES**.



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!

III. SETUP

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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 **SIK6 WU4!** You can say 自摸 **ZI MO** for a victory by a self-drawn tile.

TYPES OF MELDS

吃/上



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.

碰



PÈNG/PUNG3: 3 OF A KIND

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

槓

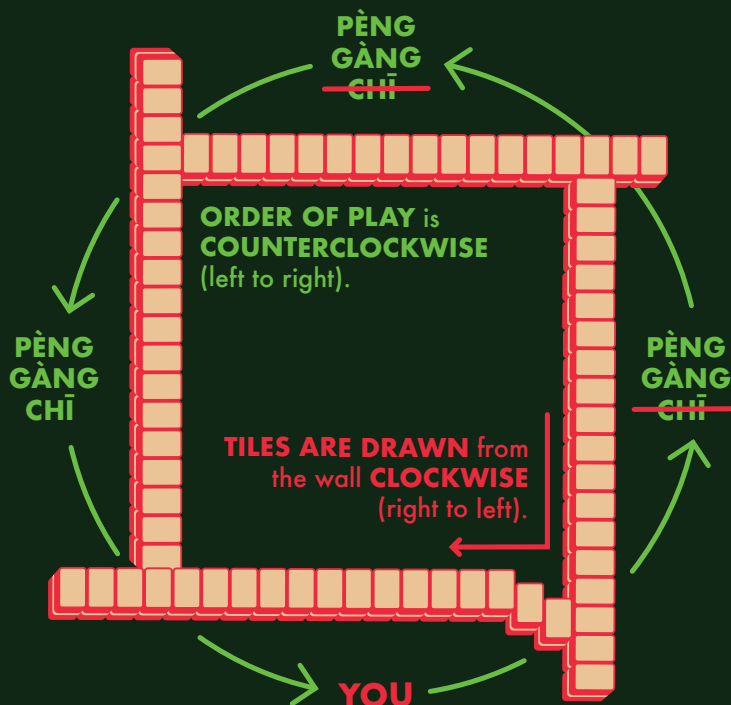


GÀNG/GONG3: 4 OF A KIND

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

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GROUND

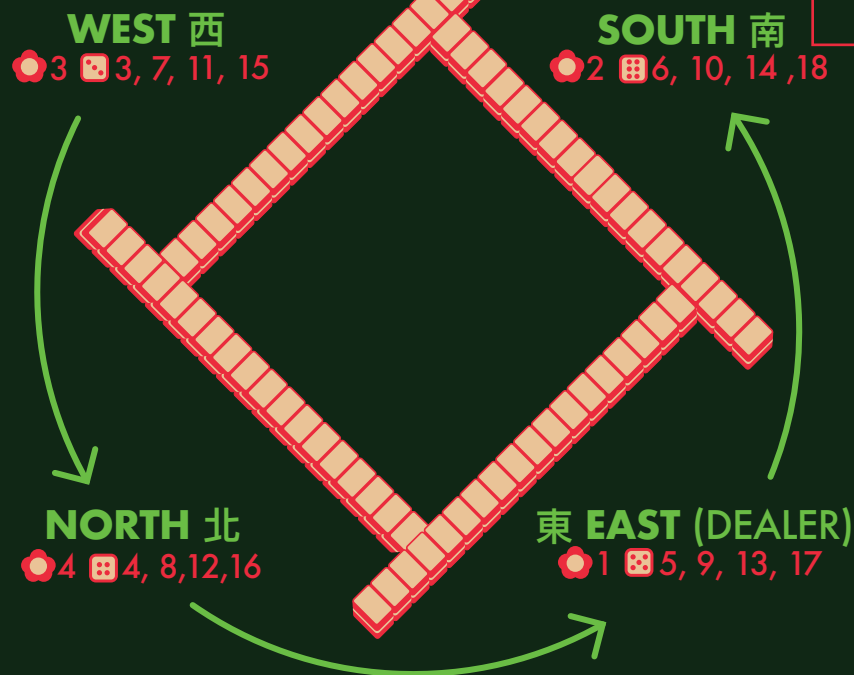
V. POINTS P.1



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.



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**.

1. 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 **PÈNG** 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.