

Majong score table

Table 1: Basic scores:

1	2	3	4	5	7	12	20	30	60	100
	Door Clean	Insect Tin		Mixed Color	Ghost Tin	Mono Color	Human Tin	Earth Tin	Heaven Tin	All Chara.
No U	2 Colors		Mixed U	Five Color	All with U	All with 1 number	Mixed U Triple	U Triple	13 U Single Tin	13 U all Tin
Mid, Fortune, Blank triple	Elder & Young (Run or Triple)	Small 2 Yuan		Big 2 Yuan			Small 3 Yuan		Big 3 Yuan	All U
Wind triple, Seat/ Loop	Same suit	Open Quad		Small 3 Wind		Big 3 winds	7 pairs	Small 4 Winds		Big 4 Winds
All suit	Golden Roaster	3-color Bi-Ribbon	3-color Bi-Dragon	2-Color Bi-Ribbon	2-Color Bi-Dragon	1Color Bi-Ribbon	1Color Bi-Dragon		Chara. Triples	
2-color dragon	Single Tin	3-Color Dragon		All in Triple	Mono Color Dragon	3 number	4 Triple in 2,5,8	2 Number	Heaven Hu Earth Hu 200 points	
Pair of 2,5,8	Self Fetching									
Last card	All flowers are bonus, but they cannot be used for the basic score. Get all 8 Flowers: 200 points, and you are not required for completing 5 sets.									

Table 2: Scores for Quadruple (quad, 4 in 1), 4 in 2, 4 in 3, and 4 in 4.

Quad	None	2	3	2,2	2,3	2,2,2	2,2,3	4	3,4	4,4	3,4,4	4,4,4
None		4 6	10 15	14 20 30	20 30 40	30 45 60,80	40 60 80, 100	50 100	60 80 120	100 120 150	100 130 160,200	150 180 240,300
O	3	12 18	24 36	30 45 60 80	40 60 80							
H	6	18 27	36 54	60 80 100 120	80 100 120							
O,O	12	24 36	48 72									
O,H	18	36 54	54 90									
H,H	24	45 75	60 100									
O,O,O	24											
O,O,H	30											
O,H,H	36											
H,H,H	48											
O,O,O,O	96											
O,O,O,H	120											
O,O,H,H	150											
O,H,H,H	180											
H,H,H,H	240											

Example 4 in 2 plus 4 in 3	Scores	
	36	All Open
	54	1 open & 1 Hidden
	72	All Hidden

Table 3. Suits, triples.

Duplicate Triples

	3-color	2-color	1- color					
2		1	2					
3	3	7	16			2, 5, 8	1, 9	others
4	12	25	100		2x3	4	3	2
5	20	40	150		3x3	16	12	8

Table 4. Hidden triples: Triples hidden in your hand when you declare Tin.

Number of Triple	1	2	3	4
Score	1	3	9	27

7 pairs:

The score is $20+2^N$, where 20 is the basic score, and 2^N is bonus points, which can be calculated based on one of the following choice; however, each set of cards can be used once only, no repeated use of the set is allowed.

A. Train of Card: $N = \sum_{i=1}^7 N_i$

1) Single train: 123456789->123456789->ESWN->MFB;

1->9 must be the same color, different color can be matched through 9->1;

$$N_1 = \sum (n_i - 1), \text{ where } n_i \text{ is the length of each segment of the trains.}$$

2) Double train: $N_2 = \sum (2n_i - 1)$.

3) Triple train: $N_3 = \sum (3n_i - 1)$.

Super trains: For train higher than triple, the following match is allowed:

4) Quadruple train: $N_4 = 4$.

5) Quintuple train: $N_5 = 5$.

6) 6-train: $N_6 = 6$.

7) 7-train: $N_7 = 8$.

B. Character, U and 2, 5, 8.

C. Color: 5-color: $N=3$; 2-color (or Mixed mono-color): $N=4$; mono-color: $N=5$

D. Number: 3-number: $N=5$, 2-number: $N=6$.

NOTE:

- 1) You must declare **Tin**, before you can **Hu**.
- 2) The total score is the sum of scores of all possible combinations. However, any combination implied by another combination cannot be counted. For example, 7 pairs implies door clear, so the two points for door clear cannot be counted.
- 3) Dealer's score is always double, winning or losing; no penalty for the player who feeds the winning tile; Player with extra or less tiles cannot win.
- 4) Suit: 1,2,3 or 5,6,7; triple: triple 3 circle, or others; Elder & Young: 1,2,3 and 7,8,9 (must be the same color).
- 5) U: 1 or 9; Character: East, South, West, North, Middle, Fortune, Blank;
- 6) Bi-color, No U, All suits: To be qualified for these, your hand cannot include any triple of characters.
- 7) Bi-dragon: 1, 2, 3 & 7, 8, 9; Bi-ribbon: two pairs of suits. Note: Bi-dragon is a special case of Bi-ribbon.
- 8) Heaven Hu: Dealer Hu immediately after receiving the 14 tiles. Earth Hu: you take the first card discarded by the dealer and declare winning.
- 9) Heaven Tin: Tin without changing one card;
Earth Tin: tin after changing one card;
Human Tin: tin after changing two cards;
Ghost Tin: tin after changing three cards.
Insect Tin: tin after changing four cards.
NOTE: You cannot change your cards after you declare Heaven, Earth, Human, or Ghost Tin; otherwise, you cannot get the bonus.
- 10) Sea-floor moon fetching:
 - A. When dealing with the last 4th, 3rd, or 2nd tiles from the reserving bank:
 - (a) If you Hu, using the tile you get from the bank, +50% of your score.
 - (b) If you Hu, using the tile other plays discarded, +25% of your score.
 - B. When dealing with the last tile:
 - (a) If you Hu, using the tile you get from the bank, +100% of your score.
 - (b) If you Hu, using the tile other player discarded, +50% of your score.
- 11) Ripping a quad: When another player is trying to form an open quadruple, you rip a tile from the quad and win, add on 100% of your score.

Quad-flowering: You Hu, using the tile you get right after you made a quad, +100% of your score.

12) All winds count as one number; Middle, Fortune and Blank also count as one number.

13) Big 4 winds: 4 triples of all winds; small 4 winds: 3 triples plus a pair of winds; big 3 winds: triples of winds; small 3 winds: 2 triples plus a pair of winds.

14) Big 3 Yuan: 3 triples of Middle, Fortune and Blank; small 3 Yuan: 2 triples plus a pair; big 2 Yuan: 2 triples; small 2 Yuan: 1 triple plus a pair.

15) Golden roster: All your cards are open, except the last one. The golden roster uses one foot to stand up.

16) The priority of taking the card from the pool.

The first priority: Hu -- whoever can have the highest score can take the card; however, if two persons have the same score, the person next on line (in the downstream sense) should get it.

The second priority: Anybody who is making a triple.

The third priority: The next player to the right-hand side, who can also use the card to make a suit.

Remark: These rules were defined through my personal research into the game.

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Useful Chinese characters:

一萬	二萬	三萬	四萬	五萬	六萬	七萬	八萬	九萬
1	2	3	4	5	6	7	8	9

中	發	白
middle	future	blank

东	南	西	北
East	South	West	North