# Majong score table

## Table 1: Basic scores:

<table>
<thead>
<tr>
<th>No U</th>
<th>2 Colors</th>
<th>Mixed U</th>
<th>Five Color</th>
<th>All with U</th>
<th>Mono Color</th>
<th>Human Color</th>
<th>U Triple</th>
<th>13 U Triple</th>
<th>13 U All Chara.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Door</td>
<td>Clean</td>
<td>Clean</td>
<td>Clean</td>
<td>Clean</td>
<td>Clean</td>
<td>Clean</td>
<td>Clean</td>
<td>Clean</td>
<td>Clean</td>
</tr>
<tr>
<td>Insect</td>
<td>Mixed</td>
<td>Color</td>
<td>Mixed</td>
<td>All with 1 number</td>
<td>Mixed U</td>
<td>Single Tin</td>
<td>Clean</td>
<td>Clean</td>
<td>Clean</td>
</tr>
<tr>
<td>Tin</td>
<td>Mono</td>
<td>Human</td>
<td>Earth</td>
<td>Heaven</td>
<td>All Chara.</td>
<td>200 points</td>
<td>400 points</td>
<td>600 points</td>
<td>Triples</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Quad</th>
<th>None</th>
<th>2</th>
<th>3</th>
<th>2,2</th>
<th>2,3</th>
<th>2,2,2</th>
<th>2,2,3</th>
<th>4</th>
<th>3,4</th>
<th>4,4</th>
<th>3,4,4</th>
<th>4,4,4</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>4</td>
<td>10</td>
<td>14</td>
<td>20</td>
<td>30</td>
<td>40</td>
<td>60</td>
<td>100</td>
<td>120</td>
<td>150</td>
<td>180</td>
<td>210</td>
</tr>
<tr>
<td>6</td>
<td>15</td>
<td>20</td>
<td>30</td>
<td>45</td>
<td>60</td>
<td>80</td>
<td>120</td>
<td>150</td>
<td>200</td>
<td>240</td>
<td>300</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>12</td>
<td>24</td>
<td>30</td>
<td>40</td>
<td>60</td>
<td>80</td>
<td>100</td>
<td>120</td>
<td>150</td>
<td>180</td>
<td>210</td>
</tr>
<tr>
<td>18</td>
<td>36</td>
<td>54</td>
<td>72</td>
<td>90</td>
<td>110</td>
<td>130</td>
<td>150</td>
<td>200</td>
<td>250</td>
<td>300</td>
<td>350</td>
<td></td>
</tr>
<tr>
<td></td>
<td>6</td>
<td>18</td>
<td>27</td>
<td>36</td>
<td>45</td>
<td>60</td>
<td>80</td>
<td>100</td>
<td>120</td>
<td>150</td>
<td>180</td>
<td>210</td>
</tr>
<tr>
<td></td>
<td>24</td>
<td>45</td>
<td>60</td>
<td>80</td>
<td>100</td>
<td>120</td>
<td>150</td>
<td>200</td>
<td>250</td>
<td>300</td>
<td>350</td>
<td>400</td>
</tr>
<tr>
<td></td>
<td>24</td>
<td>48</td>
<td>72</td>
<td>90</td>
<td>110</td>
<td>130</td>
<td>150</td>
<td>200</td>
<td>250</td>
<td>300</td>
<td>350</td>
<td>400</td>
</tr>
<tr>
<td></td>
<td>30</td>
<td>48</td>
<td>72</td>
<td>90</td>
<td>110</td>
<td>130</td>
<td>150</td>
<td>200</td>
<td>250</td>
<td>300</td>
<td>350</td>
<td>400</td>
</tr>
</tbody>
</table>

### Example Scores

- **4 in 2**
  - Example: O,H,H 36
  - Scores: 36 All Open
- **4 in 2 plus**
  - Example: O,O,H,H 54
  - Scores: 54 1 open & 1 Hidden
- **4 in 3**
  - Example: O,O,O,O 72
  - Scores: 72 All Hidden
Table 3. Suits, triples.  

<table>
<thead>
<tr>
<th></th>
<th>3-color</th>
<th>2-color</th>
<th>1-color</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>7</td>
<td>16</td>
</tr>
<tr>
<td>4</td>
<td>12</td>
<td>25</td>
<td>100</td>
</tr>
<tr>
<td>5</td>
<td>20</td>
<td>40</td>
<td>150</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Number of Triple</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Score</td>
<td>1</td>
<td>3</td>
<td>9</td>
<td>27</td>
</tr>
</tbody>
</table>

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;  
   \(N_i = \sum (n_i - 1)\), where \(n_i\) 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 loosing; no penalty for the layer 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.

Rui Xin Huang, Woods Hole, MA 02543
Date: 7/12/2010 2:54 PM

If you have questions, please send an email to me:
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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

東 南 西 北
East South West North