

SINGAPORE MAHJONG CHEAT SHEET



Quick Reference to Rules, Scoring & Hands

BASIC GAME OVERVIEW

- 4 players, play counter-clockwise
- Shuffle & build wall
- Draw tiles for starting hand - 14 for dealer, 13 for others
- Replace bonus tiles from back of wall
- Dealer discard first tile to start game
- Each player draws tile from wall, discards tile to discard pile
- Complete 4 melds + 1 pair to win

FORMING MELDS

- Pong - 3 of a kind
- Gang - 4 of a kind
- Chow/Chi - 3 consecutive tiles from same suit

SCORING BASICS

- Flower/Season matches seat number +1
- Pong Wind matches seat number +1
- Pong Wind matches game wind +1
- Pong Dragon +1

SPECIAL PAYOUTS

- Gang
- Rooster + Centipede
- Cat + Mouse
- All 4 Flowers or All 4 Seasons

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STANDARD WINNING HANDS

- 13 Orphans +5
- Ping Hu +4
- Lesser/Chow Ping Hu +1
- Pong Pong Hu +2
- Three Great Scholars +5
- Four Great Blessings +4
- Full Suit +4
- Half Suit +2
- All Gangs +5

PAYOUT ZIMUO - \$1 / \$2

Fan	Each	Winner
1	\$2	\$6
2	\$4	\$12
3	\$8	\$24
4	\$16	\$48
5	\$32	\$96

PAYOUT DISCARD - \$1 / \$2

Fan	Loser	Discarder	Winner
1	\$1	\$2	\$4
2	\$2	\$4	\$8
3	\$4	\$8	\$16
4	\$8	\$16	\$32
5	\$16	\$32	\$64