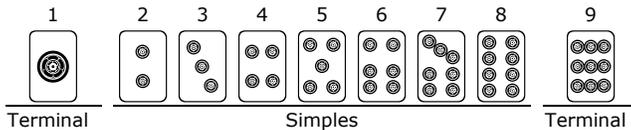


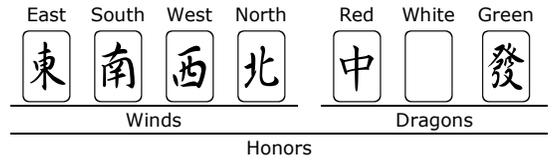
Special Hands	Fan	-
Pairs: Seven unique pairs	4	C
Nine Gates: 111 and 999, 2-8 in one suit, any tile paired	10	X
All Honors: Four pungs plus a pair of Winds and/or Dragons	10	X
All Terminals: Four pungs plus a pair of all 1's and 9's	10	X
Thirteen Orphans: One of each Honor, 1 and 9 of each suit plus any tile paired	10	C
Little Four Winds: Pung of three Winds, pair of fourth Wind plus any pung or chow	4	X
Big Four Winds: Pung of each Wind plus any pair	10	X
Little Three Dragons: Two pungs of Dragons, pair of third Dragon plus any two pungs or chows	4	X
Three Great Scholars: Pungs of each Dragon with any set plus a pair	10	X
Jade Dragon: Pung of Green Dragons with three pungs and a pair of Bams	10	X
Ruby Dragon: Pung of Red Dragons with three pungs and a pair of Cracks	10	X
Pearl Dragon: Pung of White Dragons with three pungs and a pair of Dots	10	X
Hidden Treasure: Four concealed pungs, last tile self-drawn	10	C
All Kongs: Four kongs plus any pair	10	X
Heavenly Hand: East wins on dealt hand	10	C
Earthly Hand: Any player wins on first discard	10	C

Fan	Payout
1-3	500
4-5	2000
6-7	3000
8-9	4000
9-10	6000
11-12	8000



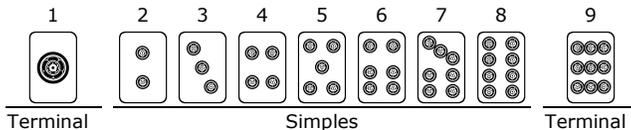
Standard Scoring	Fan
Flowers and Seasons	
No Flowers	1
Own Flower or Season	1
Set of Flowers	2
Winds and Dragons	
Pung of Dragons	1
Pung of Own or Prevailing Wind	1
Whole Hand	
All chows	1
All pungs	3
One suit and Honors	3
One suit only	6
Win	
With supplement tile	1
With last tile of wall	1
With last discard	1
By robbing a Kong (tile extending a kong at the time of the exposure)	1
All concealed	1
Penalties	
Win by self-draw, other players pay double	
Win by discard, other players pay but only discarding player pays double	

Bankroll 75,000	
10,000 (2)	
5,000 (9)	
1,000 (9)	
100 (10)	



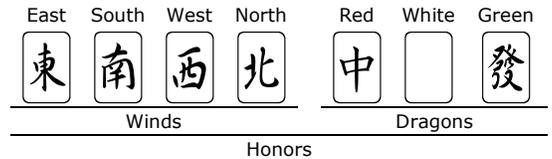
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10,000 (2)	
5,000 (9)	
1,000 (9)	
100 (10)	



Basic Game-Play

Set Up

- Find your seat (one of many variations)
 - Place one of each of the Wind tiles plus the White Dragon face down in the center of the table; each player will pick a tile and reveal it in turn; if a player picks the White dragon, they pick a second tile
 - The White dragon represents the temporary East seat so the player who picked the East Wind tile sits in that seat then the other players seat themselves in order (ESWN)
 - East rolls the dice and counts players, starting with the East seat, the number on the dice then that player rolls the dice and counts in the same way thus identifying the first dealer
- Mix all of the tiles well then stack them faced down 18 wide and 2 high in front of each player; walls are then pushed at a 30° angle towards the center of the table to form an inner square

Deal the Tiles

- The dealer rolls two dice then counts the sum from their wall counterclockwise then the player at that wall counts from right to left the same number and creates a small divide in the wall
- The dealer takes two stacks of tiles (four tiles total) to the left of the divide, the player on the right takes the next two stacks and so on until each player has 12 tiles
- The dealer takes the top 1 & 3 tiles then each player takes one tile

Play

- The dealer starts by discarding a tile; any player can claim the discarded tiles but the required tiles must be in-hand to complete the meld; discards can be claimed in three ways:
 - Chow: Three in a sequence; discards can be claimed only from the player on the left
 - Pung: Three of a kind; discards can be claimed from any player
 - Kong: Four of a kind; discards can be claimed from any player; must take a replacement tile from the flower wall
- If nobody claims a discard, the player to the right picks a tile from the wall and play continues until someone completes a valid hand
- There are four rounds, one for each wind starting with East; if East wins the dice are kept, otherwise the dice are passed to the next player; when the dice return to the first East the next round begins

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Quick Reference

Cantonese Hong Kong Old Style



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