

Singaporean Mahjong

E東 S南 W西 N北 1一 2二 3三 4四 5五 6六 7七 8八 9九

- 4 animal tiles are added (cat, mouse, chicken, centipede); they are melded when drawn, like flowers and seasons.
- The wall is 2x19 on East and West sides, 2x18 on South and North sides.
- Minimum 1 tai required to win.
- No seven pairs hands are allowed.
- After discarding a tile, a player cannot claim an identical tile until after her own next turn.
- After skipping a discard, a player cannot claim an identical tile until after her own turn, except claiming for chow.
- Last 15 tiles in the wall are dead wall; they are not playable.
- The player drawing the last playable tile from the wall does not discard; she can make a kong without a replacement tile.
- The dealer of the next hand is the next player counterclockwise, except when the dealer wins, or when nobody wins and no kongs are declared; in these cases the dealer stays the same.

<i>Tai</i>	<i>Description</i>	<i>Tai</i>	<i>Description</i>
1	Animal - any animal	1	Seat Flower - flower or season matching Seat Wind
1	Dragon pung	1	Valued wind pung (Seat Wind or Prevailing Wind)
1	Little (Smelly) Ping Hu - 4 chows and 1 pair; the pair cannot be dragon or valued wind; must have multiple wait to win on discard; self-drawn win is always allowed except when waiting with a single tile after melding 4 chows		
1	Fully Concealed Hand - no melds (except flowers/seasons/animals), and self-drawn win	1	Winning on a replacement tile for a flower/season/animal or a replacement tile for a kong
1	Robbing a kong	1	Winning on last tile draw (unless it is a replacement tile)
2	Flower Set - all 4 flowers or all 4 seasons (already includes tai for Seat Flower)		
2	Half Flush - everything is one suit or honours	2	All Pungs - 4 pungs and 1 pair
3	Little Dragons - 2 pungs and 1 pair of dragons (already includes tai for each dragon pung)		
4	Ping Hu - see the conditions on Little Ping Hu above; must not have any animals, flowers or seasons		
4	Full Flush - everything is one suit only	4	All Terminals or Honours - everything is terminals or honours (already includes tai for All Pungs)
4	Little Winds - 3 pungs and 1 pair of winds (already includes tai for Half Flush; can add tai for valued wind pungs)		
5	7 flowers/seasons and robbing the last flower/season from another player who draws it - immediate win (does not have to complete the hand; paid as win on discard; if all playable tiles are drawn and there is no winner, all players reveal their hands to show that they do not hide the last flower/season)		
5	All 8 flowers and seasons - immediate win (does not have to complete the hand)	5	Animal Set - all 4 animals
5	Big Dragons - 3 pungs of dragons, immediate win (does not have to complete the hand)	5	Big Winds - 4 pungs of winds, immediate win (does not have to complete the hand)
5	All Honours - everything is honours only	5	All Terminals - everything is terminals only
5	Hidden Treasure - 4 concealed pungs, and self-drawn win (concealed kongs are allowed)	5	13 Orphans - all single terminals and honours, and a tile making a pair with any of them (can rob a concealed kong; always paid as self-drawn win even when won on discard)
5	All Green - everything is completely green (bamboo 2, 3, 4, 6, 8 and Green Dragon)	5	9 Gates - 1112345678999 all in one suit and any tile in the same suit, no melds (except flowers/seasons/animals)
5	4 Kongs - 4 kongs and 1 pair	5	Kong on Kong - making 2 or more kongs and winning, all on the same turn on replacement tiles
5	Heavenly Hand - dealer wins on her initial turn	5	Earthy Hand - non-dealer wins on her 1st turn or on discard before her 1st turn, and before any other discard is claimed

Points instantly paid by each player

	<i>Concealed kong</i>	<i>Melded kong</i>
Kong (unless it gets robbed)	4	2
	<i>Initially dealt tiles before replacement</i>	<i>Drawn later</i>
Wedding - both flower and season matching Seat Wind	4	2
Bite - chicken and centipede, or cat and mouse	4	2
Flower Set - all 4 flowers or all 4 seasons	4	
Animal Set - all 4 animals (in addition to Bite payments)	4	

Tai to points conversion

<i>Tai</i>	1	2	3	4	5 or more
<i>Score (points)</i>	1	2	4	8	16

Payments to winner

	<i>Discarder pays</i>	<i>Last pay-for-all player pays</i>	<i>Other players pay</i>	<i>Winner receives</i>	
<i>No pay-for-all players to this winner</i>	Win on discard	2 x score	-	1 x score	4 x score
	Self-drawn win	-	-	2 x score	6 x score
<i>There are pay-for-all players to this winner</i>	Win on discard; discarder is pay-for-all	4 x score	-	-	4 x score
	Win on discard; discarder is not pay-for-all	2 x score	1 x score	1 x score	4 x score
	Self-drawn win	-	6 x score	-	6 x score

When a player becomes pay-for-all to a winner or a potential winner

<i>Situation</i>	<i>Dangerous discard</i>	<i>Consequences that result in pay-for-all</i>
There are 7 or less playable tiles remaining in the wall	Any fresh tile that has not yet appeared among discards and melds	The discard is claimed to declare a kong (pay-for-all for this kong only; does not affect payments on winning)
There are 5 or less playable tiles remaining in the wall	Any fresh tile that has not yet appeared among discards and melds	The discard is claimed to win; or the discard is claimed to make a kong, with winning during the same turn on replacement tile
Potential winner has 4 or more tai visible in melded animals/flowers/seasons or honour pungs	A dragon, prevailing wind or seat wind of the potential winner	Potential winner claims the discard to win with 5 or more tai; or claims the discard to make a meld, and wins with 5 or more tai later
Potential winner has 3 or more melds in the same suit	A tile of the same suit	Potential winner claims the discard to win on Full Flush; or claims the discard to make a meld, and wins on Full Flush later
Potential winner has 2 dragon pungs melded	The remaining dragon	Potential winner claims the discard to win on Little Dragons or Big Dragons
Potential winner has 3 wind pungs melded	The remaining wind	Potential winner claims the discard to win on Little Winds or Big Winds
Potential winner has 3 or more honour pungs melded	Any of remaining honours	Potential winner claims the discard to win on All Honours; or claims the discard to make a meld, and wins on All Honours later