



# RULES OF WELLNESS MAHJONG TOURNAMENT

--EASY·FUN·COOL--

## I. Types of Mahjong Tiles

The Wellness Mahjong composes of three suits of ordinal tiles (Wan, Bing, and Suo), Feng (directional tiles) and Jian (cardinal tiles) totaling of 136 pieces.

### 1. The ordinal tiles:

#### ① WAN

(1)YI-WAN (2)LIANG-WAN (3)SAN-WAN (4)SI-WAN (5)WU-WAN (6)LUO-WAN (7)QI-WAN (8)BA-WAN (9)JIU-WAN



#### ② BING



#### ③ SUO



### 2. The character tiles:

#### ④ FENG (wind-directional tiles):

Dong+Nan+Xi+Bei (East+South+West+North)



#### ⑤ JIAN (dragon-cardinal tiles):

ZHONG+FA+ BAI (Red Dragon+White Dragon+Green Dragon)





## II. Basic Rules (Omit those identical to the traditional rules)

### 1. Play until the game end

If one player wins the game, the rest of the opponents can continue to play until the third player wins the game or until the last tile has been used.

### 2. Take the full responsibility of discarding the winning tile

The winner receives points from the player who discarded the winning tile, and other players do not have to lose points.

The winner receives points from the other opponents if a player wins by self-drawn, but not the one who won prior than his/her self-drawn, unless it is a fraud.

### 3. Point Hands

The calculation is based on “Fan”, and do not make a combination of compound score. If the winning hand has more than one fan, score by the type with the highest score, and if the score is the same, take any of the kinds of scoring.

If a winning hand has more than one kind of fans, score by the type of fan with the highest score; and if the score is the same, take any kind of scoring. Only Kong, Jian, Prevalent Wind (or round wind) and Seat Wind count points. A player whose seat wind is also the prevalent wind has a double wind.

### 4. Check Tiles

Check the tiles when the third player wins the game or the wall is exhausted without anyone winning. If it is not a “ready hand”, he/she has to pay the highest fan (points) to whoever has a “ready hand”.

## III. Score Points

The points comprised of the subtraction and deduction of “Fan”, “Bonus”, and “Penalty”.

### 1. “Fan”: The calculation is based on “Fan”. Please refer to the following “Fan” and “Point” Table

### 2. “Bonus”:

2.1 By self-drawn: Receive one base point from the three opponents on the top of the value of the winning hand or “Fan” points.

2.2 Value Honor: 1 base point adds to each Pung of “Jian” cardinal tiles or “Feng” directional tile in a winning hand.

2.3 Kong: Claiming a Kong receives 1 base point. If there is a Kong in a 7-pair of winning hand, 2 base points will be received.



### 3. “Penalty”

- 3.1 Not a “ready hand”: Checking the tiles when nobody has revealed a mahjong by the time the wall runs out of tiles, and those who have no “ready hand” required to pay the highest fan (points) to whoever has a “ready hand”.
- 3.2 False Win: A player declares a win (self-draw or win on discard) and discovers that it is an incorrect winning hand has to pay 4 Fan of points to the three opponents (included the player who already claimed a winning hand). Same penalty applies to those who claim a wrong tile to Chow, Pung or Kong.
- 3.3 Long or short hand: No penalty, the player has the wrong number of tiles in his hand required to pay the highest points to the players who have the ready hand when the game end.
- 3.4 In principle, other violations of the rules of the game will receive one time of warning, after that the second violation the penalty points increased by 100 points.

## IV. The Play

### 1. Dealer

- 1.1 Whoever tossing the dices with the largest points is the original dealer to have the East Wind position, the others according to the points of dices seating counter-clockwise around the table south and northwest direction; seat arrangements can also be drawn in advance.
- 1.2 If the dealer is the first one who claims a tile to win will be remaining the dealer of the next game. A non-dealer claims a tile to win before the dealer will be the dealer of the next game. If the dealer is one of the two or three players claim the same discarded tile to win, the dealer will be the remaining the dealer of the next game.

### 2. The Order of Play

- 2.1 One must verbally announce claiming a tile to Chow, Pung, Kong or Win: claiming a tile to match a sequence, to match a triplet, for a quadruplet or self-drawn.
- 2.2 Place the Chow, Pung, Kong on the very left corner of the table, and the winning tile beside the winning hand.
- 2.3 Take the tile from Chow, Pung, Kong and place it properly first before discarding a tile.
- 2.4 Place the discarded tile in a row of six into the river area.



### 3. Claiming a Discard

- 3.1 Allow more than one players claiming a discarded tile to win.
- 3.2 Freedom to claim a discard. Under the circumstances, a player cannot claim a tile to win if a tile is discarded the second time before a tile has been drawn and no change on the fan of a winning hand.

### 4. Etiquette

- 4.1 Complete the play in 10 seconds.
- 4.2 Before one's upper seat discards, one may not draw a tile, or stick out his hand into the river area.
- 4.3 A player violates the rules of the game and wrongly announce the name of the tile or a discard will get the first warning, the second violation the penalty points increased by 100 points.


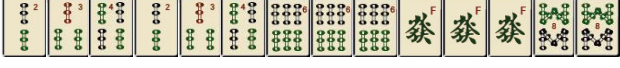


V. List of hands and their point values:

Fan	Type of Fans			Point	Example & Illustration
	Chinese	Japanese	English		
1	平和	平和	Ping-fu	100	<p>All Chows, can use the Character tiles as an eye or a pair of two.</p>
	一盃	一盃口	Yi-bei		<p>Two Chows of the same number – one in each suite.</p>
	门和	门前	Men-fu		<p>A hand without claiming a Chow and Pung.</p>
	断幺	タンヤオ	Tan-yao		<p>A hand without Terminals 1•9 and character tiles.</p>
2	对和	对々和	Dui-fu	2 0 0	<p>A hand with all Pungs.</p>
	五门	五色	Wu-men		<p>A hand with three suits, Winds and Dragons.</p>
	三刻	三色同刻	San-ke		<p>A hand with three Pungs of the same number.</p>
	三顺	三色同顺	San-sun		<p>A hand three Chows (runs) of the same numerical sequence.</p>
	混幺	チャンタ	Hun-yao		<p>A hand with a Terminal 1•9 and Honor either Chows or Pungs</p>
	混清	混一色	Hun-qin		<p>A hand of the same suit and Feng and Jian.</p>



3	幺和	純チャン	Yao-fu	400	<p>A hand with a Terminal 1 • 9 in Chows and/or Pungs, including pair/head.</p>
	二盃	二盃口	Liang-bei		<p>Two set of Chows (runs) of the same suit and numerical sequence.</p>
	龙和	一气通貫	Long-fu		<p>A hand with a straight combination of 123+456+789 formed by Chows from 1 suit.</p>
	幺对	混老頭	Yao-dui		<p>A hand composed entirely of all Pungs of Terminals 1 • 9 and Honors tiles.</p>
	清和	清一色	Qin-fu		<p>A hand composed entirely of a single suit with no Honors.</p>
	七对	七对子	Qi-dui		<p>A hand composed of 7 pairs.</p>
4	将对	将对子	Jiang-dui	800	<p>A hand composed of all Pungs of the Knitted sequences 2•5•8</p>
	清对	清对子	Qin-dui		<p>A hand composed of all Pungs of a single suit with no Honors.</p>
	三杠	三槓子	San-gan		<p>A hand composed of three Kongs.</p>
	清七	清七对子	Qin-fu		<p>A hand composed of 7 pairs of a single suit and it is also a hand formed of two runs of the same numerical sequence in the same suit.</p>
	三暗	三暗刻	San-an		<p>A hand composed of three Pungs but concealed, not declared.</p>
	风和	小四喜	Feng-fu		<p>A hand composed of Pungs or Kongs of three out of four</p>



					Winds with a pair of Winds as an eye.
	字和	小三元	Zi-fu		 <p>A hand composed of Pungs or Kongs of two out of three Dragons with a pair of Dragons as an eye.</p>
5	老头	清老頭	Lao-tou	1000	 <p>A hand composed entirely Pungs or Kongs of Terminals 1-9.</p>
	全字	字一色	Quan-zi		 <p>A hand composed entirely Pungs or Kongs of Honors (Winds and Dragons).</p>
	绿和	绿一色	Lv-fu		 <p>A hand composed the green 2-3-4-6-8 SUO suit and Dragon "Fa".</p>
	四喜	四喜和	Si-xi		 <p>A hand composed of all the Pungs or Kongs of each Wind.</p>
	三元	三元牌	San-yuan		 <p>A hand composed of all the Pungs or Kongs of each Dragon.</p>