

MAA  LUCK

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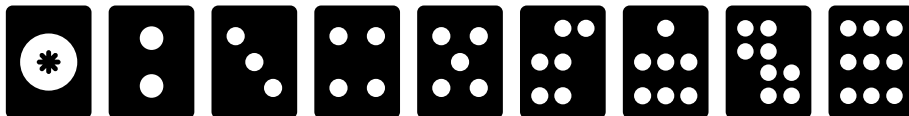
1. INTRODUCTION & OBJECTIVE

Hong Kong Mahjong is a classic four-player tile game of strategy, skill, and luck. The goal is to build a complete hand of 14 tiles consisting of four melded sets (of 3 tiles each) and one pair (2 identical tiles).

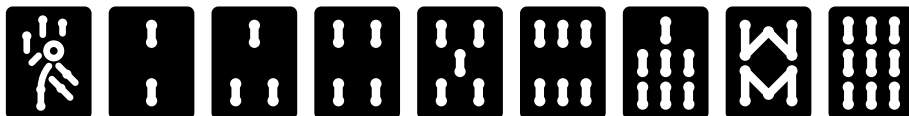
2. THE MAHJONG TILES

A standard Hong Kong Mahjong set contains 144 tiles divided into Suited Tiles, which run from one to nine. Honor Tiles, and Bonus Tiles:

CIRCLES



BAMBOOS



CHARACTERS



HONORS & BONUS TILES

WIND HONORS



EAST

SOUTH

WEST

NORTH

DRAGON HONORS

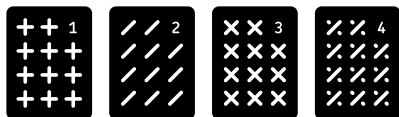


HIT

RICH

BLANK

FLOWER TILES



PLUS

(1)

MINUS

(2)

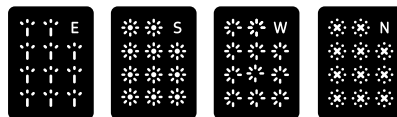
MULTIPLICATION

(3)

DIVISION

(4)

SEASON TILES



SPRING

(E)

SUMMER

(S)

AUTUMN

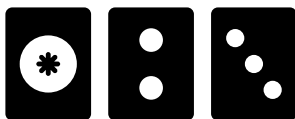
(W)

WINTER

(N)

3. THE FOUR CORE MELDS

To win, your 14-tile hand must consist of 4 sets + 1 pair. Sets are made of the following combinations:



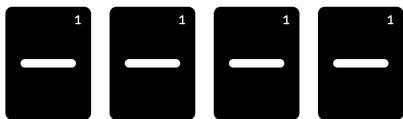
CHOW (上)

3 consecutive numerical tiles in the same suit. (e.g., 1-2-3 Cricles). **Can only be claimed from the player on your left.**



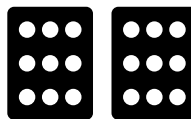
PUNG (碰)

3 identical tiles (any suit or honor). (e.g., 1-1-1 Bamboos). **Can be claimed from any player's discard at any time.**



KONG (槓)

4 identical tiles. When claimed, you reveal all four tiles and draw an extra tile from the wall to maintain hand size.



PAIR (眼)

A pair of 2 identical tiles. Every winning hand requires exactly one pair to complete the structure.

4. HOW TO PLAY (GAME FLOW)

1. **SETUP & WALL BUILDING:** Shuffle all tiles face down. Each player builds a wall of 18 stacks (2 tiles high). Dice are rolled to determine the starting dealer (East) and where the wall breaks.
2. **DEALING:** Players take turns drawing tiles from the wall until everyone has 13 tiles. Dealer takes 1 extra (14th tile). Any Flower or Season tiles are placed face-up in front of the player and replaced from the back end of the wall.
3. **TURN STRUCTURE:**
 - Draw 1 tile from the wall.
 - Check if you have a winning hand (14 tiles). If not, discard 1 tile face-up into the center table area.
 - Play moves counterclockwise.
4. **CLAIMING DISCARDS:** Other players can claim a newly discarded tile out of turn:
 - Chow: Can only be claimed from the player on your left.
 - Pung / Kong: Can be claimed from any player. Takes priority over Chow.
 - Win (Mahjong): Can be claimed from any player. Takes highest priority over Pung, Kong, or Chow.

5. SCORING SYSTEM (FAN & POINTS)

Hong Kong Mahjong uses a point unit called Fan (番). Most standard games require a minimum threshold (typically 3 Fan) before a hand can declare a win.

COMMON FAN VALUE EXAMPLES

1 FAN ALL CHOWS (平胡)

4 Sequences + 1 Suited Pair (No Honors/Dragons)

3 FAN ALL PUNGS (對對胡)

4 Triplets/Quads + 1 Pair of any tile

3 FAN HALF FLUSH (混一色)

Tiles composed of only ONE suit + Honor tiles

7 FAN FULL FLUSH (清一色)

Hand composed entirely of a single suit with no Honors

READY TO PLAY?

Gather your circle. Shuffle tradition. Play forward.



MAALUCK is where heritage meets heat — a bold reimagining of one of the world's most iconic games, filtered through contemporary design and Hong Kong's unmistakable cultural energy. This isn't just a mahjong set. It's an object, a statement, and a shared ritual built for a new generation of players.