

SHANGHAI®

DYNASTY™

Mah-Jongg Scoring

Chinese Game

Points:			
Mah-Jongg	20	Going Out on Self-Drawn Tile	2
Exposed Pong of Simples	2	Completing A Pair to Go Out	2
Concealed Pong of Simples	4	One Chance Chow	2
Exposed Pong of Terminals	4	Non-Scoring Hand	10
Concealed Pong of Terminals	8	Bouquet of Flowers	1000
Exposed Pong of Honors	4	Bouquet of Seasons	1000
Concealed Pong of Honors	8		
Exposed Kong of Simples	8	Doubles:	
Concealed Kong of Simples	8	Pong of Dragons	1
Exposed Kong of Terminals	16	Pong of Own Wind	1
Concealed Kong of Terminals	32	Pong of Prevailing Wind	1
Exposed Kong of Honors	16	Own Flower	1
Concealed Kong of Honors	32	Own Season	1
Flower	4	Clean Hand	1
Season	4	Pure Hand	3
Pair of Dragons	2	All Honors	3
Pair of Prevailing Wind	2	No Chows	1
Pair of Own Wind	2	Going Out on Loose Tile	1
Sweep	2	Going Out on Last Tile	1
		Robbing the Kong	1
		Fully Concealed Hand	2
		Limit:	300 (East pays and receives double)
		Opening stake:	2000

Western Game

Points:		Sweep	
Mah-Jongg	20	Bouquet of Flowers	1000
Exposed Pong of Simples	2	Bouquet of Seasons	1000
Concealed Pong of Simples	4	Doubles:	
Exposed Pong of Terminals	4	Rounding before doubles	Yes
Concealed Pong of Terminals	8	Pong of Dragons	1
Exposed Pong of Honors	4	Pong of Winds	1
Concealed Pong of Honors	8	Pong of Prevailing Wind	1
Exposed Kong of Simples	8	Own Flower	1
Concealed Kong of Simples	8	Own Season	1
Exposed Kong of Terminals	16	Clean Hand	1
Concealed Kong of Terminals	32	Pure Hand	3
Exposed Kong of Honors	16	Going Out on Loose Tile	1
Concealed Kong of Honors	32	Fully Concealed Hand	1
Flower	4	Concealed Hand	1
Season	4	Prevailing Flower	1
Pair of Terminals	2	Prevailing Season	1
Pair of Dragons	2	Limit:	500 (East pays and receives double)
Pair of Winds	2	Opening stake:	10000

Definition of Scoring Terms

- **Prevailing Wind** – Wind of the Round (look at the Round Wind marker on screen to see which wind is prevailing). First round is East, then South, West, and North (same as order of play).
- **Own Wind** – Your own Wind (look at the compass direction written after your name on screen to see which one is your own).
- **Own Flower (Own Season)** – Winds correspond to the numbers on the Flower and Season tiles thusly: E=1, S=2, W=3, N=4. E-S-W-N (the order of play). So if your own Wind is South, and you get a Flower or Season with a 2 on it, you earn a Double if you go Out.
- **Sweep** – Making a Pong or Kong or Chow from East's first discard.
- **Loose Tile** – Tile drawn from the back of the wall (to replace a tile lost from the hand to meld a Kong, Season, or Flower).
- **One Chance Chow** – Filling a Chow with the one possible tile. For example, if you have a 6 and an 8, and you go Out on a 7, or if you have an 8 and a 9, and you go Out on a 7.
- **Non-Scoring Hand** – If you get 20 points for going Out but no other points at all, and no Doubles, you get 10 points added to the 20.
- **Bouquet of Flowers** – Having all four Flowers, 1, 2, 3, 4. Same points for all four Seasons. You will see a neat row of four tiles when this happens (it's very rare).
- **Clean Hand** – One suit with Honors. To qualify for the Double, there must be no more than one Chow in the hand.
- **Pure Hand** – One suit (no Honors). To qualify for the three Doubles, there must be no more than one Chow in the hand.
- **Robbing the Kong** – If a player draws a tile which he adds to a melded Pong, and another player can use that tile to go Out immediately, that player can claim the tile, go Out, and double his score.
- **Limit** – If your hand scores more than 300 points in the Chinese game or 500 points in the Western game, your score tops off at the limit. Unless East is involved: East can receive double the limit (and East has to pay double the limit).
- **Rounding Before Doubles** – If a player's score is not divisible by ten, then the score is rounded up to the next multiple of ten (if the score is 48, it's rounded up to 50). Then that number is doubled as applicable.
- **Concealed Hand** – When you have 13 tiles in your hand (no melded groupings) and go Out on a discarded tile.
- **Fully Concealed Hand** – When you have 13 tiles in your hand (no melded groupings) and go Out on a self-drawn tile.

Keyboard Commands

Keyboard Commands for Windows™

New Game	Ctrl-N
Rules & Strategy...	Ctrl-R
Back One Move	Ctrl-B
Shuffle Tiles	Ctrl-F
Find A Match	Ctrl-M (Shanghai games)
Suggest A Move	Ctrl-M (Mah-Jongg games)
Load Game...	Ctrl-O
Save Game...	Ctrl-S
Pause Game	Ctrl-P
Quit Game	Ctrl-Q
Change Camera View	Arrow Keys
Create a Layout	Ctrl-E
Insert Mode	+ (Layout Editor)
Select Mode	- (Layout Editor)
Insert Boxes Mode	\ (Layout Editor)
Play This Layout	Ctrl-P (Layout Editor)
Cancel/Return to Game	Ctrl-C (Layout Editor)
Clear Layout	Ctrl-X (Layout Editor)

Keyboard Commands for Macintosh

New Game	⌘-N
Rules & Strategy...	⌘-R
Back One Move	⌘-B
Shuffle Tiles	⌘-F
Find A Match	⌘-M (Shanghai games)
Suggest A Move	⌘-M (Mah-Jongg games)
Load Game...	⌘-O
Save Game...	⌘-S
Pause Game	⌘-P
Quit Game	⌘-Q
Change Camera View	Arrow Keys
Create a Layout	⌘-E
Insert Mode	+ (Layout Editor)
Select Mode	- (Layout Editor)
Insert Boxes Mode	\ (Layout Editor)
Play This Layout	⌘-P (Layout Editor)
Cancel/Return to Game	⌘-C (Layout Editor)
Clear Layout	⌘-X (Layout Editor)

Use the Arrow Keys for both Windows and Macintosh to change the Camera View



SHANGHAI®

D Y N A S T Y™

Special Hands for Mah-Jongg (Western Game)

Jewel Hands

Exposed	Jade Hand	Limit

4 Pongs or Chows, 2, 3, 4, 6, 8 Bam; Pr Green Dragon

Exposed	Imperial Jade	Double Limit

Pong Gr Drag; 3 Pongs (or 2P & 1C) & Pr, gr Bams

Exposed	Pearl Hand	Limit

4 Pongs/Chows & Pr, 2, 3, 4, 6, 8 Dot; Pr Wh Drag

Exposed	Pearl Dragon	Double Limit

Pong Wh Drag; P/K/Chow & Pr, 2, 3, 4, 6, 8 Dots

Exposed	Ruby Hand	Limit

4 Pongs 1, 5, 7, 9 Bam; Pair Red Dragon

Exposed	Imperial Ruby	Double Limit

Pong Red Dragon; Pongs & Pair red Bams

Exposed	Ruby Jade	Limit

Pongs of R/Gr Dragon, red Bam, green Bam; Pr Bam

Exposed Ruby Crack Limit

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Pong/Kong/Chow & Pr of R Drag/2, 3, 4, 6, 8 Crak

Pair Hands

Concealed Dirty Pairs Half Limit

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7 Pairs of anything

Concealed Clean Pairs Limit

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7 Pairs in one suit, Winds or Dragons OK

Concealed All Pair Honors Limit

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7 Pairs of Winds, Dragons, and/or Terminals

Concealed All Pair Terminals Limit

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Pairs of 1s and 9s (Kong = 2 Pair if concealed)

Concealed Honorable Twins Limit

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Prs of Winds & Dragons (Kong = 2 Pr if concealed)

Concealed All Pair Jade Limit

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7 Prs of gr Bams and/or Gr Dragons (Kong = 2 Pr)

Concealed All Pair Ruby Limit



Prs of red Bam & R Drag (Kong = 2 Pr if concealed)

Concealed All Pair Ruby Jade Limit



7 Pairs Green & Red Dragons & green & red Bams

Concealed Gertie's Garter Limit



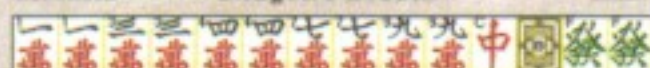
1-7 in any two suits (7 sequential knitted Pairs)

Concealed Knitting Half Limit



7 cross-suit Pairs in any 2 suits; no Wind or Drag

Concealed Dragon's Breath Limit



5 Pairs in one suit; R, G, Wh Dragon & any Dragon

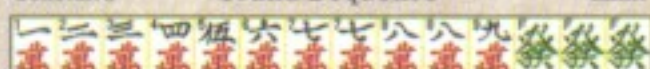
Sequence Hands

Concealed Wiggly Snake Limit



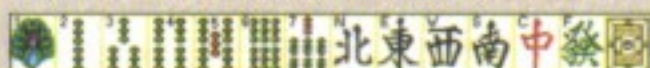
1-9 in one suit; NEWS; any Wind

Concealed Grand Sequence Limit



1-9 & any 2 diff. tiles all one suit; Pong any Dragon

Concealed Greta's Garden Limit



1-7 in any one suit; NEWS; each Dragon

Exposed Concealed Dragon's Tail Half Limit Limit



1-9 in one suit; Pong of Drag; Pr of Wind (or vice-versa)

Concealed Five Odd Honors Half Limit



1-9 in one suit; 5 odd Winds/Drags (no Pair)

Concealed Run, Pung, and a Pair Limit



1-9 in one suit & Pong & Pair same suit

Gate Hands

Concealed Confused Gates Limit



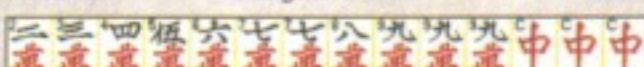
Pong 1s one suit, Pong 9s 2nd suit, 2-8 (1 Pr) 3rd suit

Exposed Concealed Heavenly Gates Half Limit Limit



Pong 1s; Pong 9s; 2-8 (1 Pair) all one suit

Concealed Dragon Gates Limit



Pong 1s or 9s; 2-8 (1 Pr); Pong corresp. Dragon

Concealed True Gates Limit



Pong 1s; Pong 9s; Pairs 2, 4, 6, 8 all same suit

Number Hands

Concealed Chop Suey Limit



1-2-3 in each suit; NEWS; any Wind

Concealed Sukiyaki Limit



4-5-6 in each suits; NEWS; any Wind

Concealed Chow Mein Limit





7-8-9 in each suit; NEWS; and Wind


Exposed Numbers Racket Double Limit




Same # Pongs 3 suits; P/Pr of Wind & Pr/P of Drag


Concealed Lil Limit

 1-2-3 1st suit; 4-5-6 2nd; 7-8-9 3rd; NEWS; any W

Concealed Down You Go Double Limit

 Four 2s, three 4s, two 6s, one 8 (one suit); NEWS

Concealed Up You Go Double Limit

 One 2, two 4s, three 6s, four 8s (one suit); NEWS

Honor Hands

Exposed All Winds and Dragons Limit

 Pongs and/or Kongs of Wind & Drag only (Pr too)

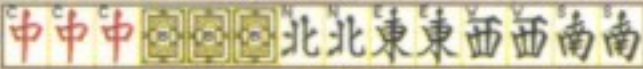
Exposed All Honors 3 Doubles

 Pongs and/or Kongs of any Wind/Drag/Term (Pr too)


Exposed Heads and Tails Limit


 Pongs and/or Kongs of 1s and 9s only (Pr too)


Concealed Unique Wonders Double Limit

 Knitted Pongs 1s/9s; NEWS; 3 Drags (any tile Paired)

Exposed Windy Dragons Limit

 Pair of each Wind; Pong of any 2 Dragons

Exposed Big Three Dragons Limit

 3 Pongs of Drag; P/K/Ch & Pr of any suit or Wind

Exposed Big Four Winds Limit

 Pongs/Kongs of all 4 Winds; Pair of anything

Exposed Gone With the Wind Double Limit

 Pongs/Kongs of all 4 Winds; Pair of Dragons


Concealed Windy Chows Half Limit


 Chow in each suit; NEWS; any wind

Odds & Ends

Concealed Triple Knitting Half Limit


 4 cross-suit Pongs in 3 suits; knitted Pair

Exposed Christmas Double Limit

 Pongs 2s, 5s same suit; Pong R, G Drag; Pr Wh Drag

Concealed Civil War Double Limit

 1861 one suit; 1865 2nd suit; Pongs of N/S Wind

Concealed Hong Kong Double Limit

 1842 one suit; 1997 2nd suit; Pongs of E/W Wind

Exposed All Kong Limit

 4 Kongs of anything; any Pair