

2-Player Mahjong Faan Scoring Guide

Complete faan reference for all bonus and winning hands

This guide covers every scoring hand in 2-Player Mahjong which is played with one numbered suit (Dots, Bamboo, or Characters, chosen at the start of the game) plus Honors tiles (Winds and Dragons). The winning hand examples throughout use the Dots suit, but any numbered suit applies equally.

Bonus Faan

WINNING TILE

Self-Drawn 自摸 1 faan

Win by drawing your winning tile from the wall yourself.

Last Wall Tile 海底撈月 1 faan

Win by drawing or claiming the very last tile from the wall.

Win by Double Kong 槓上槓自摸 8 faan

Win by self-drawing after declaring two or more consecutive kongs.

Robbing a Kong 搶槓 1 faan

Claim a winning tile when another player upgrades their pung to a kong.

Win by Kong 槓上自摸 1 faan

Win by self-drawing after declaring a kong.

HONORS

Red Dragon 紅中 1 faan

Pung of Red Dragon tiles.

White Dragon 白板 1 faan

Pung of White Dragon tiles.

Prevailing Wind 圈風牌 1 faan

Pung of the current round's prevailing wind tiles.

Green Dragon 發財 1 faan

Pung of Green Dragon tiles.

Seat Wind 門風牌 1 faan

Pung of your current seat wind tiles.

WINNING HAND STRUCTURE

Concealed Hand 門前清 1 faan

Win without having called any chow, pung, or kong.

All Triplets 對對糊 3 faan

All melds are pungs or kongs; no sequences.

All Sequences 平糊 1 faan

All melds are sequences (chows); no pungs or kongs.

Mixed Terminals 花幺九 1 faan

All tiles are 1s, 9s, or honor tiles. Pungs or kongs only.

Winning Hands

Mixed One Suit 混一色

3 faan

Tiles from one number suit (Dots, Bamboo, or Characters) plus honor tiles only.



Small Three Dragons 小三元

3 faan

Two dragon pungs plus a dragon pair.



Small Four Winds 小四喜

6 faan

Three wind pungs plus a wind pair.



All Honors 字一色

10 faan

All tiles are wind and dragon honor tiles.

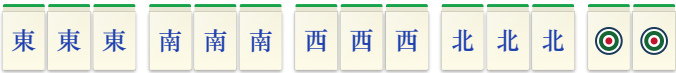


Does not additionally count Pure One Suit or All Triplets.

Big Four Winds 大四喜

13 faan

All four wind pungs — East, South, West, and North.



Does not additionally count Seat Wind, Prevailing Wind, All Triplets, or Mixed One Suit.

Heavenly Hand 天糊

13 faan

Dealer self-draws their winning tile on the very first turn. A kong then self-draw on the first turn counts only as Win by Kong.

Does not additionally count Concealed Hand or Self-Drawn.

Manly Hand 人糊

13 faan

A non-dealer self-draws their winning tile on the first turn. A kong then self-draw on the first turn counts only as Win by Kong.

Does not additionally count Self-Drawn or Concealed Hand.

Pure One Suit 清一色

7 faan

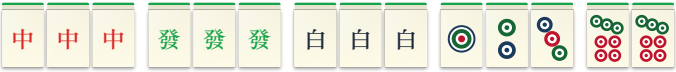
Tiles from one number suit only; no honor tiles.



Big Three Dragons 大三元

5 faan

All three dragon pungs — Red, Green, and White Dragon.



All Triplets Self-Drawn 坎坎胡

10 faan

Concealed all-pung hand where you self-draw the last winning tile.



Does not additionally count Concealed Hand or All Triplets.

Nine Gates 九子連環

10 faan

Concealed hand of 1-1-1-2-3-4-5-6-7-8-9-9-9 in one suit, plus any one repeated tile.



Does not additionally count Self-Drawn, Concealed Hand, All Sequences, or Pure One Suit.

Eighteen Arhats 十八羅漢

13 faan

All four melds are kongs.



Does not additionally count All Triplets.

Earthly Hand 地糊

13 faan

A non-dealer wins on the dealer's very first discard.

Does not additionally count Concealed Hand.