

Guide to Malaysian 3-Player Mahjong

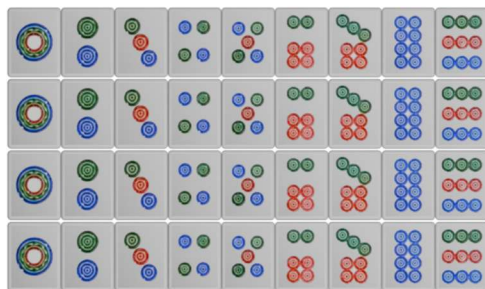
(Specifically, rules used by players in the Kuala Lumpur region)

Malaysian Mahjong is a fast-paced and exciting variation of traditional Mahjong, played with three players instead of the usual four. It retains the core elements of the game—forming winning hands through Pongs, Chis, and Kongs—but introduces unique rules, such as the inclusion of the special tile Fly (飛) tiles (wildcards) and a faster game rhythm.

Malaysian Mahjong is known for its flexibility, often allowing local house rules to shape gameplay. With a minimum of 5 “fan” required to declare a win (Wu), it offers a dynamic blend of strategy and luck, making each round an engaging experience. You can think of a “fan” as a point, it serves as the basis for counting value for pay-outs.

Malaysian Mahjong Tiles Used

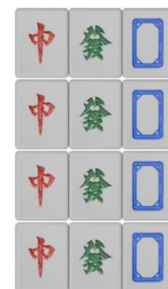
In Malaysian 3-player Mahjong, only the dot tiles from 1 to 9 are used. The set also includes 4 flower tiles, 4 seasons, 4 animal tiles, 4 face tiles, and 4 Fly tiles. Some mahjong sets use blank tiles as Fly tiles.



Dots



Winds



Fundamentals



Fly (Wild)



Clown Face



Animals



Seasons



Flowers

Basic Rules of Malaysian 3-Player Mahjong

The game is played with 3 players using a modified set of rules based on traditional Mahjong. Each player must form a complete hand of four sets and a pair, with a minimum of 5 fan to declare a win (Wu). Special tiles like the Fly (wild tile) and flowers/seasons/animals add additional fan to the score.

Every turn goes the same way:

1. Draw a tile from the wall or by taking the tile that somebody just discarded
2. Try to make a winning hand! The goal is to arrange your tiles into four sets of three and one pair. If you can't, go to step 3.
3. Discard a tile in the center of the table, officially ending your turn.
4. Immediately after a tile is discarded, someone else can take it to form a meld or to complete their winning hand. If nobody takes the discarded tile, that tile is out of play for the rest of the game and the next player draws from the wall.

By default, the next player is the player to the right (counterclockwise). Even if it is not your turn yet, this is not a time to sit idle. Although the next person is the player to the right by default, there are certain circumstances that allow somebody to jump ahead to call a discarded tile. Also, even if you are unable to call the tile, it is important for you to know what is thrown and what is out of play, so that you are not waiting for it in vain later.

How to Setup Malaysian 3-Player Mahjong

Unlike most variants of mahjong, Malaysian mahjong is intended for three players. Rules and customs for dealing the tiles out vary from version to version and table to table.

Agreeing on cash value per fan

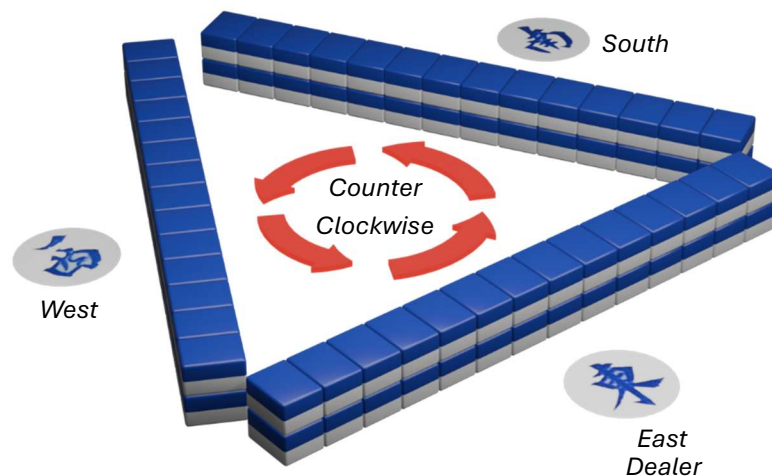
Gambling is an integral part of playing Malaysian Mahjong. Before the game starts, all players should agree on a cash value for each fan. A typical value could be 10cents per fan or for the more adventurous, \$1 per fan.

Determining the Dealer

To determine the dealer, each player rolls two dice, and the highest roller becomes the first dealer (East). The dealer then rolls the dice again to determine the starting wall for breaking. If the dealer does not win, the next person (counterclockwise) becomes the dealer. The round wind always starts at East. After one complete rotation of dealers, the **round wind** changes in order of East, South, West, and North.

Setting up the Wall

Each player builds their section of the wall with 14 stacks (two tiles high). Since there are only 3 players, one side of the table remains empty. The walls form three sides of a square, with each player positioned at one wall. Typically in Malaysian Mahjong, players would make a triangle out of the three walls.

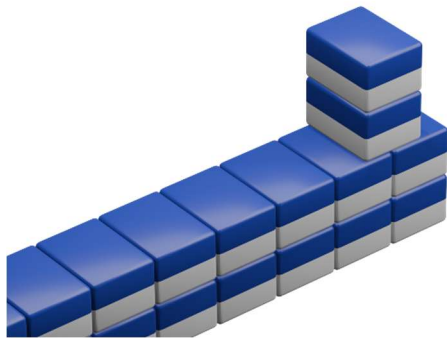


Breaking the Wall

Once the dealer has been selected, the dealer rolls the dice to determine the starting wall. Let's say you are the dealer, and you roll an eight. Starting with your own wall, count the walls in front of each player, moving counterclockwise around the table: 1, 2, 3, 4, 5, 6, 7, 8. You should now be pointing at the wall of the player to your right.

The next step is to determine where to break that wall.

The person sitting at that wall will roll the dice again to determine where in the wall you start the break. Let's say you roll 11, starting on the left of the wall segment from the player's perspective, count out eleven tiles: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11. Move the 11th set of tiles (stack of 2), and place it on top of the 10th tile to form the tail of the wall.



(creating the tail wall by stacking tiles)

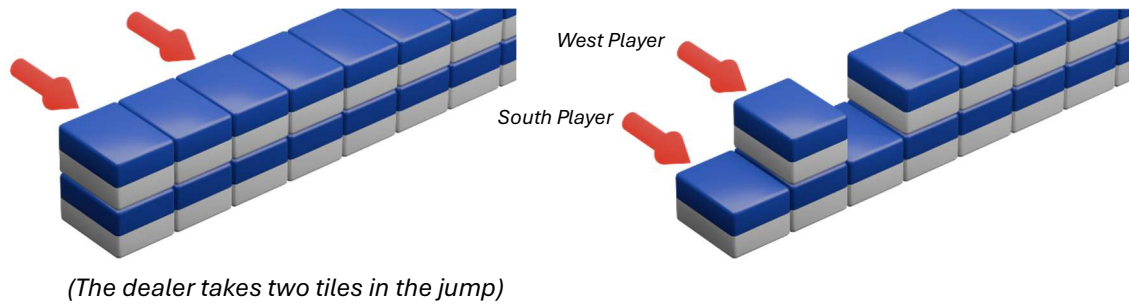
The tiles on the right becomes the **draw wall**.

The wall is basically like a long deck of cards wrapping around the table in a square. The **draw wall** is like the top of the deck where the tiles will be dealt from and where the players will draw tiles during gameplay.

The tiles that you've stacked earlier, forms the **tail wall** which is like the bottom of the deck. In Malaysian Mahjong, if no one has won by the time the last tile has been drawn and discarded, the draw is declared.

Dealing the Hand

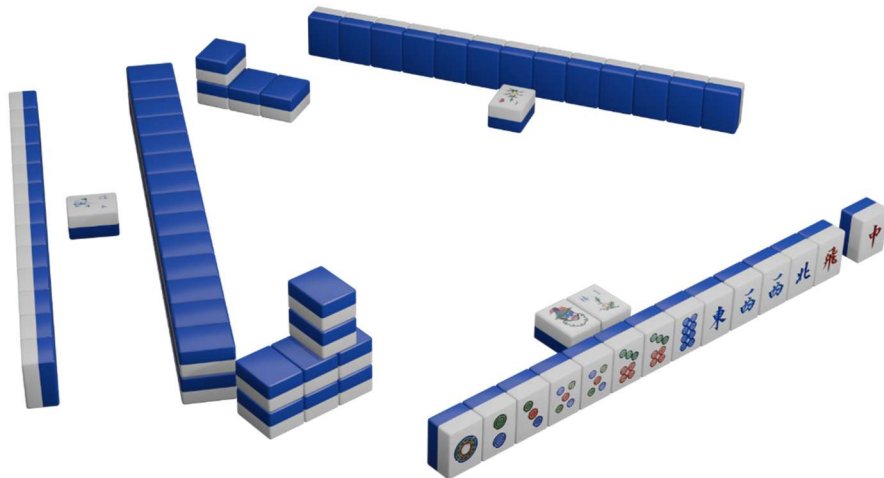
Starting from the break, the dealer takes the first two stacks of tiles (four tiles total), followed by the next player to the dealer's right. This continues until all players have 12 tiles. The dealer then "jumps" or takes the top tiles (1 & 3) of the remaining **draw wall**, followed by one tile for each other player. This results in the dealer having a total of 14 tiles and the other players having 13.



Flower Replacement

At the beginning of the game, each player reveals any flower, season, face, or animal tiles they have drawn and replaces them with tiles from the **tail wall**. Players take turns to replace tiles they've revealed. Remember to always stack up the tiles so that all players know which is the **tail wall** and which is the **draw wall**.

Final Setup



The final setup, dealer starts the game with a discard

Getting a Tile

Players draw tiles from the **draw wall** in turn. They may also claim discarded tiles to complete a set (meld). The main methods for claiming tiles are Chi, Pong, or Kong, depending on the tile combination needed.

Calling Tiles

Players can call tiles for a Pong or Kong, but a Fly tile (wild) may only be used for a Pong or Chi under specific conditions. If two players want to Pong the same tile, priority is given to the player **without** using a Fly tile.

Chi

The next player can Chi the discarded tile from the previous player, but if someone else needs the tile to Pong or Wu, they take priority. Only dot tiles can be Chi-ed, and the player must discard a tile after forming the Chi.



Pong

If a player has two identical tiles in hand, they can declare a Pong when another player discards the third matching tile. After forming the Pong, the player must discard a tile.



Kong

When a player has four identical tiles, they can declare a Kong, which allows them to draw a replacement tile. Kongs are divided into concealed and revealed Kongs. A concealed Kong consists of four tiles that were never discarded, while a revealed Kong occurs when three tiles have already been shown (as a Pong), and the player draws the fourth tile.



(Concealed Kong)



(Revealed Kong)

Generally you cannot claim a discarded tile to form a pair. The only exception is if you are **waiting for one more tile to win**. You might be waiting to complete a Pong, a Chi, or an eye in order to win. No matter what you're waiting for, you can seize it if somebody discards it, anytime. Winning using a discarded tile is called **Mahjong** or **Wu**.

What Happens If Two People Want to Call a Discarded Tile?

In general, priority is given based on what the tile is being called for: winning takes precedence over pongs/kongs. If more than one player needs the discarded tile for mahjong, it goes to whoever is closer in turn after the person who discarded the tile.

Arranging Your Tiles

Each player arranges their tiles based on preference, but the general idea is to sort them by suit and in ascending order. The aim is to build four sets of 3 tiles (melds) and one pair (eye). The goal is to complete a winning hand with at least 5 fan.

Discarding a Tile

After drawing a tile, the player discards one tile to the center of the table. The next player may then choose to take the discarded tile or draw a new one from the wall.

Arranging Your Discards and Called Tiles

Discarded tiles are placed in front of the player in rows, with claimed tiles rotated to indicate the discard source. Flower, season, face, or animal tiles are revealed and replaced at the start of the game.

When the Game Starts

The dealer for that round starts the game by discarding one tile.

How to Use The Fly (飛) Tile

The Fly One special feature of this form of mahjong, compared with other Asian forms, is this special wild tile. The Fly can be used to represent any tile in making a 3-tile set. You may use the Fly...

To Pong using the Fly Tile

In the case where 2 players decide to pong at the same time, the one pong without the Fly tile, gets the pong.

In case you have already declared an open pong with the Fly tile and you draw the same tile, you may replace it with the tile you just drew and return the Fly tile back into your hand.

You may use 2 Fly to PONG a tile discard by other player.

To Chi using the Fly Tile

You can use one Fly to Chi another player's discard tile, but you cannot use 2 Fly to Chi another player's discard tile because it will be considered as a PONG

Concealed Uses for the Fly Tile

You can make a concealed sequence (Chi) with 2 Fly and you can also use it to make a pair (eye). Even in a winning hand, you can consider 2 Fly as the eye. However, you cannot use the Fly tile for a four of a kind (Kong) meld (open) or set (concealed).

Using the Fly Tile as a Flower

You can declare the Fly Tile as a flower at any given moment to give yourself 1 additional fan. You can use this tactic whenever you need extra points either for the minimum or to obtain the maximum 10 fan.

Winning in Malaysian 3-Player Mahjong

A player wins (Wu) by completing four sets and a pair with a minimum of 5 fan. Special tile combinations, such as using Fly tiles or specific patterns, can increase the fan value and lead to a win.

When the Game Ends

The game ends when a player declares Wu by completing a winning hand or when all tiles have been drawn from the wall without a winner (exhaustive draw).



Points and Payouts in Malaysian 3-Player Mahjong

Points are calculated based on fan and specific tile combinations. Each player starts with no points, and payouts are determined by the hand's fan value.

Initial Points

There are no initial points in Malaysian Mahjong. Points are calculated only after a win is declared or the game ends.

How Points Are Determined in Malaysian 3-Player Mahjong

Fan values are used to calculate points. The minimum winning hand must have 5 fan, and higher fan values increase the points. Fly tiles, flowers, and specific tile combinations add fan to the hand. The maximum fan is 10.

Bombs in Malaysian Mahjong

A Bomb Condition is a special condition that scores 10 fan. Most Bombs apply when a player completes a winning hand. Eight Flowers / Eight Immortals Crossing the Sea (Pat Sin Gwo Hoi) is an exception: collecting Flowers 1-4 and Seasons 1-4 ends the hand immediately as a Bomb. Seven Robs One (Chat Choeng Yat) is also immediate: if a player holds seven and an opponent draws the missing eighth tile, that tile transfers automatically to complete the Bomb.

Who Pays Out?

The player who discards the winning tile pays double the winning fan to the winner. If a player wins by self-draw, all other players pay double the winning fan.

When players know that another player is in a position to bomb by looking at the revealed tiles, this is called a “dangerous” situation. Players should avoid discarding tiles that will allow that player to bomb. If the player discards that “dangerous” tile anyway and the other player wins, the player who discarded the tile will **pay for everyone** on the table as a penalty.

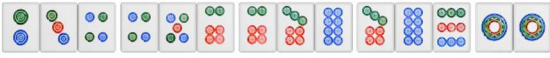
An example of a “dangerous” situation, is if a player has two Fundamental Pongs revealed, and the discarding player throws the remaining fundamental, causing the player to win with a Big Three Fundamentals (see table below) Bomb condition.

Optional Settling Rules

Once a winner has been paid out, the remaining two players can “settle the score” by comparing what their fan value is of tiles that have been declared on the table. All tiles remaining in their hands are not counted. The lower fan player must pay the difference to the higher fan player.

Scoring Payout Tables for Malaysian 3-Player Mahjong

Name	Romanized Chinese	Description	Point Value
Kong Bonus		Immediate cash bonus for declaring a Kong. Paid by player who discarded the tile or all players if self-declared.	2x / 4x fan value
Flower Bonus		Bonus for each of your own flower tile or season or the #4 flower or season	1 fan
Face or Animal		For each Face or Animal Tile  	1 fan
All Ones and Nines		Winning with all 1s and 9s tiles. 	1 fan
Four faces		Winning with four face tiles. 	1 fan
Four animals		Winning with four animal tiles. 	1 fan
Four flowers		Winning with four flower tiles. 	1 fan
Four seasons		Winning with four season tiles. 	1 fan
North or East wind		Making a Pong with North wind tile. 	1 fan
Pong of Own wind		Making a Pong with your own wind tile. 	1 fan
Pong of Fundamental		Making a Pong with a fundamental tile. 	1 fan

Mix one suit		Winning with a combination of one suit and honor tiles. 	1 fan
All Sequences with a pair of dot tiles		Winning with all Sequences (Chis) and a pair of dot tiles. 	2 fan
All Triplets or Quads	Peng Peng Wu	Winning with all Pongs or Kongs. 	3 fan
Winning the replacement flower		Winning by drawing the final loose flower tile.	1 fan
Winning the replacement Kong		Winning by drawing the final loose Kong tile.	1 fan
Robbing the Kong		Winning by stealing another player's Kong.	1 fan
All Self Draw		Winning with a fully concealed hand and claiming a discard.	4 fan
Seven Pairs		Winning with seven pairs. 	4 fan
All Dots Seven Pairs		Winning with all dot suit pairs. 	5 fan
Small Three Fundamentals	Siu Sam Yin	Winning with two fundamental Pongs and one fundamental pair. 	6 fan
Big Three Fundamentals	Dai Sam Yin	Winning with three fundamental Pongs. 	Bomb
Big Four Winds	Dai Sei Hei	Winning with four wind Pongs. 	Bomb

Small Four Winds	Siu Sei Hei	Winning with three wind Pongs and one pair. 	Bomb
Eight Flowers / Eight Immortals Crossing the Sea	Pat Sin Gwo Hoi	Collect Flowers 1-4 and Seasons 1-4. The hand ends immediately; no Wu is required. 	Bomb
Seven Robs One	Chat Choeng Yat	Hold seven numbered Flowers/Seasons. If an opponent draws the missing eighth tile, it transfers to you for an immediate Bomb. 	Bomb
Seven Flowers		Collect all four Flowers or all four Seasons plus any three from the other series, then win the hand. 	Bomb
All Honors		Winning with all honor tiles (winds and fundamentals). 	Bomb
Eighteen Arhats		Winning with four Kongs and one pair. 	Bomb
Thirteen Orphans	Sup Sam Yiu	Winning with the rare hand of 13 unique tiles: 1s, 9s, Winds, and Fundamentals. <i>Original 4 Player</i>  <i>3 Player Version</i> 	Bomb
Nine Gates / Heavenly Gates		Winning with a special 1 to 9 hand consisting of 1112345678999 in a single suit. 	Bomb

Moon Grab	Hoi Dai Lau Yuet	Winning by drawing the very last tile.	Bomb
Double Kong or Kong Flower	Kong Kong / Kong Fa Seong	Winning with a double Kong or Kong Flower.	Bomb
Starting with Four Fly Tiles	Sei Fei Wu	Winning with four Fly tiles at the start of the game. 	Bomb
Winning with Four Fly Tiles	Sei Fei Wu	Winning by using all four Fly tiles. 	Bomb
Concealed Hand Win	Kang Kang Wu	Winning with a fully concealed hand comprised of all Pongs/Kongs and claiming a discard.	Bomb
Heavenly Win	Thien Wu	Winning before the first discard happens. Only applicable to Dealers	Bomb
Earthly Win	Dei Wu	Winning with the first tile discarded by the dealer.	Bomb
No flower Win	La Cha Wu	Winning the game without any flower, animal, face or season tiles.	Bomb