

Introduction

So you understand how to play Mahjong now, but you want to up your game. Obviously, the best way to do that is get more points! But... how do you actually earn points in Mahjong? Fortunately, that's what this guide is here to tell you!

The long and short of it though is that scoring is complicated, which is why the game figures it out for you. But if you want to know how it works, keep reading¹.

For the purposes of this guide, it is assumed you are playing Mahjong with a total of four players.

Scoring can be summarized with the following steps

1. Calculate Han
 - a. Skip to step 4 if Han is 5 or more
2. Calculate Fu
3. Calculate Basic Points
4. Pay out basic points based on how the winning player wins and if the winning player is the dealer or not
 - a. This is paid based on the appropriate multiple of Mangan if Han is 5 or more.
5. Pay out additional points if counters apply

Players generally start with 25,000 points and a winner can only be declared if someone has at least 30,000 points at the end of two rounds, though these values can be changed to preference.

¹ Much of this guide is actually based on real Japanese Mahjong scoring which you can read about [here](#)

Step 1: Calculate Han

Han comes from two sources

- Each Yaku has a specific Han value
- Having a Yaku with a **Dora**² tile in your hand gives you one additional Han per Dora. Dora tiles are indicated by their shining/shimmering animation in game.

While Dora are always worth one Han each, the value of your Yaku can vary. Difficult to achieve Yaku are worth more Han. All basic Yaku described in the tutorial and [previous guide](#) are worth 1 Han. Explanations of the additional Yaku can be seen in this [yaku cheat sheet](#) and can also be seen in the game under Settings -> Tutorial and in this [imgur album](#) for reference.

If your hand is worth at least 5 han (also 3 han + 70 fu or 4 han + 40 fu), you do not need to calculate basic points. Any hand worth 5 or more han is instead calculated as a multiple of **Mangan** (2,000 points).

The names and point value of each Han value are as follows. Note that if a player achieves multiple Yakuman (explained later) simultaneously, they will earn basic points for each Yakuman achieved.

Score Name	Required Han	Mangan Value	Point Value	Point Value as Non-Dealer (4x)	Point Value as Dealer (6x)
Mangan	3 han, 70 fu or more 4 han, 40 fu or more 5 han	1x	2,000	8,000	12,000
Haneman	6 or 7	1.5x	3,000	12,000	18,000
Baiman	8-10	2x	4,000	16,000	24,000
Sanbaiman	11 or 12	3x	6,000	24,000	36,000
Yakuman or Kazoe-yakuman ³	13	4x	8,000	32,000	48,000

You can skip straight to step 4 once you know the appropriate Mangan/point value to use for your hand, if applicable.

² The way Dora are indicated in Mahjong is somewhat difficult to explain. Since the game will indicate Dora tiles for you, I'm not going to explain it but you can learn more [here](#).

³ All hands of 13 or more han are capped at 13 han and referred to as Kazoe-Yakuman. They are worth the same as Yakuman, explained a bit later.

Step 2: Calculate Fu

So you calculated the number of Han you earned and don't have 5? That's too bad, now you have to calculate your points the hard way!

Fu are additional points awarded based on how exactly you won. Counting Fu is as follows, and the final result is rounded up to the nearest 10 fu.

- +20 fu for winning
- +10 fu if you claim a discarded tile with a closed hand (Menzenchin)
- Additional fu for each meld created based on if the meld is open or closed, from terminal or non-terminal tiles, and the type of meld. See table for details.
- +2 fu for any of the following **waits**⁴, which are based on the tile you need to complete your hand. All types of waits not listed are worth 0 fu.
 - Closed Wait - Waiting for the middle tile to complete a sequence (e.g., 5 and 7 waiting for 6)
 - Edge Wait - Waiting for either 3 or 7 of a suit to complete a sequence (e.g., 1 and 2 waiting for 3 or 8 and 9 waiting for 7)
 - Pair Wait - Waiting for a single tile needed to complete your pair
- +2 fu if winning by self-draw

Fu of Melds Table	With Non-Terminal Tiles	With Terminal or Honor Tiles
Open Triplet	2	4
Closed Triplet	4	8
Open Quadruplet	8	16
Close Quadruplet	16	32
Sequence	0	
Pair	2 for Player Wind or Prevalent Wind, 4 if the Player Wind and Prevalent Wind match	

Some exceptions apply

- If winning with 7 pairs, you automatically earn exactly 25 fu (not rounded)
- If you only earn fu from winning (i.e., you have an open hand of only sequences completed with a call without earning points from your wait type), you get +30 fu instead of +20.

⁴ If you're interested in the different kinds of waits that exist in Mahjong, check out this [article](#).

Step 3: Calculate Basic Points

The calculation of **basic points** is done using the following formula

$$\text{Basic points} = fu * 2^{(2+han)}$$

Basic points are paid out by one or more players to the winning player at the end of each round. The amount paid out varies based on

1. Whether the dealer or a non dealer wins
 - a. If the dealer wins, they will earn a total of 6x basic points (whether paid out by one player or equally by all other players)
 - b. If a non dealer wins, they will earn a total of 4x basic points (whether paid out by one player or equally by all other players)
2. Whether the winner goes out by drawing the tile they need or picking up a discarded tile
 - a. If winning by self draw, all other players pay the winner
 - b. If winning by pick up, the player who discarded the tile pays the winner

This can be summarized as follows

<u>Points Paid to Winner</u>	Dealer Wins	Non Dealer Wins
Win By Self Draw (all players pay)	2 x Basic Points	Dealer: 2 x Basic Points Other Players: 1 x Basic Points
Win By Pick Up (discarding player pays points)	6 x Basic Points	4 x Basic Points

Note that Mahjong Soul applies [Sekinin Barai](#) (aka Pao Rule) to the Yakuman Four Big Winds and Three Big Dragons. This rule places a penalty on “the responsible player” who discards a tile that brings someone into tenpai for these hands. If this occurs, the responsible player must pay the winning player regardless of whether that player ronned or tsumoed their last tile. In the event that a player is ronned to complete the Yakuman, the point value of the hand is split between the responsible player and the deal-in player. If the winning player tsumos, the responsible player pays the entire value of the hand as if they dealt in.

Step 4: Counters

Counters (or counter sticks) known as [honba](#) are placed on the table when any of the following things happen

- The dealer wins
- The hand is a draw (**ryukyoku**), even if someone can declare tenpai.

[Previous Guide: Mahjong Soul 101](#)

- An **abortive draw** occurs, which is a draw condition when there are still tiles available. There are four draw conditions which are explained in game for your convenience. A summary is as follows
 - Four Winds Draw - All four players discard the same wind tile in the first turn before any tile is called
 - Four Quads Draw - When two or more players call for a total of four quadruplets
 - Nine Terminal Initial Draw - When your hand consists of 9 different word or terminal tiles after the initial draw before any tile is called, you have the option of declaring a draw
 - Four Riichi Draw - When all players have successfully declared Riichi, the round is a draw.

In game, counter sticks are represented by the stick with 8 dots on it here, while the **Riichi counters** are represented by the stick with a single red dot on it. Riichi counters are added to the pile whenever someone declares Riichi and are reset at the end of every round unless the round results in a draw. Counter sticks are reset to zero when the non-dealer wins.



If someone wins a hand by self draw, every player pays $n * 100$ points to the winner, where n is the number of counter sticks on the table. If someone wins a hand by picking up a discard, the discarding player pays $n * 300$ points to the winner.

The process is the same for paying Riichi sticks.

Step 5: Final Points and Place

For clarity, the terms used for this explanation are defined as follows

- Raw Score (or score): the points players have before this process takes place. For example, in a standard game of Mahjong players each start with a raw score of 25,000.
- Final Points (or points): the points players have after the step in this process where the score is divided by 1,000.

Points are calculated based on players' scores at the end of the game as follows.

1. The difference between the start score and target score is calculated. In Mahjong Soul, these are 25,000 points and 30,000 points respectively by default. The difference between these two numbers is referred to as oka.
2. Subtract the target score from every player's raw score at the end of the game.
3. Add the oka to the winner's score.
4. Divide everyone's points by 1,000, round down to the nearest whole number. This gives you the points for each player
5. Apply uma to everyone's points. Uma increase the points of the first and second place players and decrease the points of the third and fourth place players. These can be modified for tournament settings, but are by default +10/+5/-5/-10 in Mahjong Soul.
6. If the sum of everyone's points after step 5 is not equal to zero, adjust the winner's points so that all points add up to zero. This adjustment is usually only one point at most.

In Mahjong Soul, these points are used to calculate the amount of copper and rank exp earned (or lost).

Summary

That covers the way that mahjong rounds are scored⁵! I hope this has been educational and will give you some things to think about when trying to win your next round of Mahjong! If you have more questions, feel free to join the official Mahjong Soul Discord server at <https://discord.gg/mahjongsoul>

⁵ Technically, a few things have not been covered. This includes **chombo**, which are points paid out for playing incorrectly (because Mahjong soul will make sure you don't break the rules) and the conversion of basic points to final points (because in the end, players are still ranked according to their basic points). If you want to read more about these though, click [here](#).

[Previous Guide: Mahjong Soul 101](#)