

Sichuan Bloody Rules Mahjong

Version 0.3 (June 13, 2025) by /u/danma

四川血战到底麻将

Kong Payment Calculation

Method	Who Pays	How Much
Declaring a Concealed Kong	All Remaining Players	2
Melded Kong from Discard	The Discarder	2
Promoted Kong from Self-Draw	All Remaining Players	1
Concealed Kong in Hand		0

Declaring a Kong must be done as soon as you have the qualifying tile, or no payments can be collected.

Kong payments are made immediately and the payments are left on the table until the end of the hand.

No Kong payment is made if someone robs your Kong.

If the wall ends and a player has not won and is also not ready (one tile away from a win), they have to return their Kong payments.

Hand Payment Calculation

A. Calculate your Fan Score

Fan	Name	Description
1 per	Kong	One for each Kong
1 per	Root 带根	A four-of-a-kind in your hand that is across multiple sets (e.g. A triplet with the fourth tile in a sequence)
1	All Triplets 碰碰和	All sets are triplets or quads
2	Flush 清一色	Your hand contains only one suit
2	Golden Hook 金钩钓	Four declared melds (Pongs or Kongs) in hand, winning by matching the final pair
2	Seven Pairs 七对	Seven pairs
3	Dragon Pairs 龙七对	Five pairs + 1 quad
1	Robbing a Kong 抢杠	Win by taking a tile from another player's Kong
1	Last Minute Save 妙手回春	Winning on the last discard of the hand.
2	Moon Under the Sea 海底捞月	Winning by self-picking the last tile of the wall.
2	Heavenly Hand 天和	As dealer, your beginning hand wins.
3	Earthly Hand 地和	As non-dealer, you win using the dealer's first discard

B. Calculate your base points (BP) from the Fan Score

Fan	Base Points (BP)
0	1
1	2
2	4
3	8
4 or more	16

C. Calculate Payout

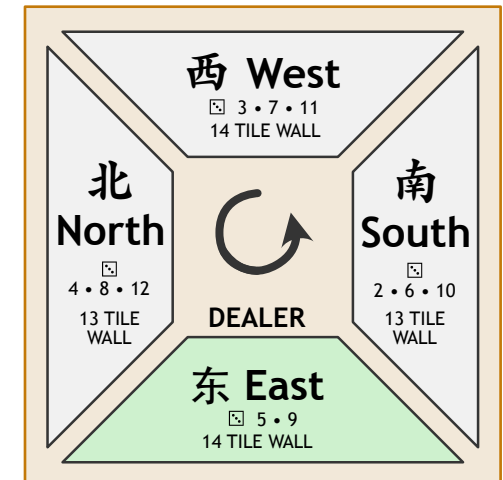
Method	Who Pays	How Much
Win on Discard 点和	The Discarder	BP
Win on Self-Draw 自摸	All Remaining Players	BP + 1

Track the order of who won and whether they won by discard or self-draw. At the end of the wall, payouts are paid out in order of win. Winning players don't pay out subsequent wins.

If the wall ends and there are players who haven't won, non-ready players pay ready players the Base Points of the best hand they were ready for.

If someone declares a win containing their forbidden suit, they pay 16 to all other players instead of scoring.

Suits	1	2	3	4	5	6	7	8	9
Dots 筒子 tǒng zǐ									
Sticks 条子 tiáo zǐ									
Characters 万子 wàn zǐ									



Starting a Hand:

Dealer Selection

First round: Each player rolls 2 die; the highest rolling player is the dealer ("East"). In following rounds: The previous first winner is the dealer.

Building the Wall

Only the dots, sticks and character tiles are used (108 total). East and West build a 14x2 wall; North and South build a 13x2 wall. Two dice are used for breaking the wall. Dealer should have 14 tiles; others have 13 tiles.

Tile Swap (Optional)

At this time, all players select 3 tiles to pass on from their hands. The dealer rolls a D6. 1-2: pass to left, 3-4: pass across, 5-6: pass to right.

Forbidden Suit Declaration

Before the dealer discards their first tile, each player must choose a forbidden suit. This can be declared in two ways.

If you have forbidden suit indicator card, all players place the selected suit card face down in front of you, and then flip at the same time.

If you do not have forbidden suit indicator cards, all players select their first discard and place it tile face down in front of them. These are then revealed as the first four moves starting with the dealer. If you don't have any tiles of your forbidden suit, just put any tile and declare verbally which suit is your forbidden suit.

NOTE: Tiles of your forbidden suit must be discarded if you have them in your hand. If you have any by the end of the game, you must pay a penalty of 16 to each other player!

Playing a Hand:

Game Flow

Starting with the dealer discarding their 14th tile, players take turns in a counter-clockwise direction, drawing from either the *live end* (clockwise end) of the wall or the *dead end* (counter-clockwise end) of the wall for Kong replacements.

Play order can be interrupted by players *Ponging*, *Konging* or winning out of turn by capturing other players' immediate discards or immediately Kong'ed tiles.

Once a player has declared a win, they no longer participate in the hand and wait for payout.

The hand continues until three players win or the wall runs out of tiles.

On Your Turn

- If you have four identical tiles in your hand, you can declare a concealed Kong. Repeat this step as many times as necessary.
- If you have won, you can declare a self-draw win at this time.
- Draw a tile from the live end of the wall.
- Perform one of the following:
 - Declare a self-draw win.
 - Declare a concealed Kong from 4 tiles in your hand.
 - Declare a promoted Kong using the drawn tile.
- If you didn't win, discard a tile.

On Other Players' Turns

When another player discards, you can:

- immediately take the discard tile to complete a meld with tiles in your hand, either a 3-of-a-kind ("Pong") or a 4-of-a-kind ("Kong"). Expose all tiles in front of you and discard to continue play.
- Declare a win by discard.

When another player declares a Kong, you can:

- immediately take one of the four Konged tiles to complete your hand and declare a win ("Robbing a Kong")

Declaring a Kong

You can declare three kinds of *Kong*:

- A *melded Kong* (three tiles in your hand + one discard)
- A *concealed Kong* (four tiles in your hand)
- A *promoted Kong* (three melded tiles + the tile you just drew)

You are not required to declare a Kong but you may not be able to complete your hand with four identical tiles in your hand.

Kong payments are made immediately. Players leave these payments in front of them separate from their permanent stack.

The player will then draw a replacement tile from the dead end of the wall to replenish their hand.

If a player wins off your Kong at this point, the Kong payment is immediately refunded.

Completing a Hand:

Declaring Your Win

If you have won, declare a win ("Hu") and show all your tiles. If the winning tile was self-drawn, place it with your 13 winning tiles. If you won by discard, place the taken discard separate from your other 13 tiles either to the left, centre or right to indicate from which opponent discarded the tile, as this is used to determine payments.

Kong Payment Refunds

If there are any players with Kong Payments who have not won and are not *ready* (one tile away from winning), they must refund their Kong payments back to the other players.

Winner Payouts

Winner hands are paid out in the order of win, using the Hand Payment calculation.

Winners do not pay out to following winners for self-drawn wins or Kong payments.

Once the hand is ended, any players who have not won and are not ready (one tile away from a win) must refund their Kong payments.

Winners's hands are paid in order of win, and winners do not pay out to following winners.

If the wall ends, non-ready players pay ready players the Base Points of the best hand they were ready for (even if those tiles were spoken for in someone else's hand.)