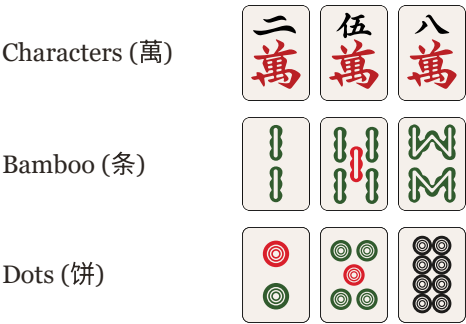


# Changsha Mahjong 长沙麻将 (258麻将)

CASUAL CHINESE MAHJONG · RULES REFERENCE

## The tiles

**108 tiles:** three suits 1 through 9, four copies each. **No winds, no dragons, no flowers:** nothing but the numbers, which is what makes every hand a race through the same three suits.



## 二五八将: the rule it's named for

Four sets and a pair, same as anywhere, except the **pair must be a 2, 5 or 8** in any suit. Pair on anything else and the hand can't go out, however finished the four sets are. Changsha is known as **258麻将** for exactly this.



## The five ways past it

| SHAPE | WHY IT'S EXEMPT                                                                    |
|-------|------------------------------------------------------------------------------------|
| 七巧对   | Seven pairs. There is no single pair to judge, so the rule has nothing to bite on. |
| 清一色   | Every tile in one suit.                                                            |
| 碰碰胡   | Every set a triplet or kong. No runs anywhere.                                     |
| 将将胡   | Every tile in the hand is itself a 2, 5 or 8.                                      |
| 全球人   | All four sets claimed off other players: you held nothing but the pair.            |

全球人 is the one exemption you can lose. It is granted because the tiles came off other players, so it only stands on a hand finished off a discard; draw the last tile yourself and the 258 rule applies again.

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## 起手胡: the hand that pays before you play it

Five things about your dealt thirteen pay out **on the spot**, at the Small Win self-draw rate. Crucially, this **does not end the hand**: you collect, and then you keep playing the same tiles as everyone else.

| HAND | WHAT IT IS                                      |
|------|-------------------------------------------------|
| 四喜   | Four copies of one tile already in hand         |
| 板板胡  | Not a single 2, 5 or 8 anywhere                 |
| 缺一色  | One of the three suits missing entirely         |
| 六六顺  | Two triplets already sitting there              |
| 三同   | The same rank paired in all three suits at once |

## 跟胡: winning again

Having banked a win, you may only win again on a **higher tier**. A Small Win off the deal gives way only to a Big Win; bank a Big Win and you're done for the hand. This is what gives an instant winner something to keep playing for.

## 通炮: one discard, several winners

If a single discard completes more than one hand, **every one of them wins**, and the discarder pays each in full. Nobody is squeezed out by seating order.

## 海底牌: the last tile roams

When one tile is left in the wall it isn't simply drawn; it is **offered around the table**, starting with whoever's turn it was. Take it and win, and that's **海底捞月**; take it, throw it away and let someone else win on the throw, and that's **河底捞鱼**. All four pass, and the hand dies. A last tile spent as a kong replacement never opens this at all.

## 开杠 or 补: your choice on every kong

Declaring a kong, you pick how to replace the tile. **开杠** takes it off the dead-wall end and pays **杠上开花** if it wins. **补** is an ordinary draw off the front of the wall and wins as a plain self-draw. 开杠 is almost always the better bet.

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## 抓鸟: the bird

After a win, one tile is drawn and its rank points at a seat: **1/5/9** the dealer, **2/6** the next seat round, **3/7** the one after, **4/8** the one after that. That seat's payment **doubles**, and if the bird lands on the winner, every payer's does. A 海底 win draws no bird: the winning tile is the bird.

## Scoring: two tiers in 片

A hand is **小胡** (Small Win) unless a Big Win pattern fires, in which case it is **大胡**. Big Win patterns **stack**, one rate's worth each. The dealer pays (or is paid) one extra 片 on their own row.

| TIER                  | PER PAYER                                                          |
|-----------------------|--------------------------------------------------------------------|
| 小胡                    | 1 片 (dealer 2), the famous <b>12片</b>                              |
| 大胡                    | 6 片 (dealer 7), the famous <b>67片</b> , per pattern                |
| BIG WIN               | MEANING                                                            |
| 碰碰胡 / 将将胡 / 清一色 / 全求人 | The four shapes that also skip the pair rule                       |
| 七巧对                   | Seven pairs                                                        |
| 豪华七小对 ×2              | Seven pairs including a four-of-a-kind                             |
| 海底捞月 / 河底捞鱼           | Won on the last wall tile, or on the throw that followed it        |
| 杠上开花                  | Won on a 开杠 kong replacement                                       |
| 杠上炮 / 双杠上炮 ×2         | Won off a discard thrown straight after one kong, or two           |
| 抢杠胡                   | Won by taking a tile out of someone's kong                         |
| 地胡 / 天胡               | Won inside the opening cycle, or before anything was thrown at all |

双杠上炮 replaces 杠上炮 rather than stacking with it: the doubled row is the same shoot, priced for the second kong. Off the dealer it comes to  $6 \times 2 + 1 = 13$  片.

## Who deals next

In order: the winner. Failing that, whoever took 海底牌; failing that, whoever it was first offered to; failing that, whoever was drawing kong replacements when the wall ran out. On a 通炮 the **discarder** deals, since no single winner can. And overriding all of it: if two or more players took a 起手胡 at the deal, the bird among them decides, however the hand later ends.

## What's not on this table

跑胡子 is a different Hunan game entirely, not a mahjong build. 红中癞子 (Red Dragon as a wildcard), 抓2  
鸟/抓4鸟 (more than one bird per win), 呼叫转移 (kong-liability transfer) and any flower layer are all left off.  
So are 金童玉女 and 步步高.

The 片 figures here are pinned to the two every Changsha source agrees on: 12片 for a Small Win self-draw and 67片 for a Big one. The  
remaining cells are set to keep those two exact rather than from a source of their own.

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