

Fuzhou Mahjong 福州麻将

CASUAL CHINESE MAHJONG · RULES REFERENCE

The tiles — 144 total

Three suits numbered 1–9, four copies each (108 tiles) — these are the only tiles ever held or melded. The other 36 — all seven honors **and** the flowers — are a single bonus-tile pool, replaced the moment they're drawn and never kept.

Characters (萬)			
Bamboo (索)			
Dots (筒)			
Bonus pool — 36			
	Winds ×4	Dragons ×4 ...and 白	Flowers Seasons

Every wind and dragon is a bonus tile here, exactly like a flower — none of the 28 honor copies ever sits in a hand or forms a meld. That's a real departure from Beijing, Guangdong and most other regional games.

The shape of the game

16 tiles in hand, 17 to win, and a complete hand is **5 melds + 1 pair** — the same shape as Taiwan's sixteen-tile game. Chow, pong and kong may all be called; play passes counterclockwise, and the dealer's 17th tile is their opening draw.

Replacing bonus tiles

Any bonus tile — drawn at the deal, or on an ordinary turn — is set aside face up and replaced from the **dead wall**, the opposite end from where turns normally draw. If the replacement is *also* a bonus tile, it's set aside too and another is drawn — the chain keeps going until a suited tile lands.



1. Drawn — a flower 2. Replacement — a wind 3. Replacement — your turn

All three came off the dead wall in one turn. Only 8索 counts as your draw.

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金 (Jin) — the wildcard

Once every bonus tile from the deal has been replaced, one more tile is flipped off the dead-wall end. That tile **is** Jin — wild for the rest of the hand, standing in for any tile a hand needs to finish: a run, a triplet, or the pair.

Jin is a physical marker, not a re-flip: the same tile rides on top of the dead wall as it depletes, moving down as tiles beneath it are drawn. Its identity never changes, only its position.

If the flip itself turns up a bonus tile, it's treated as the **dealer's** — their tray gets it, and another tile is flipped, repeating until a suited tile lands.

What Jin can and cannot do

- **It can never be discarded.** Throwing it is simply refused.
- **It can never be ponged or konged.** Being wild is for completing a hand, and nothing else.

抢金 — Grab the Gold

The instant Jin is revealed, any seat it would complete may claim it and win — before the dealer has even drawn their opening tile. The richest win in the game.

The two other Jin hands

- **三金倒 (Three-Gold-Fold).** Drawing all three remaining Jin into your own hand wins outright, whatever the rest of the hand looks like — off your own draw only, never a claimed discard.
- **金雀 (Golden Sparrow)** seats two Jin as the pair. **金龙 (Golden Dragon)** gathers three Jin into one triplet. Both still need an otherwise complete hand.

金雀's tie-break over seating order is documented [here](#) but not yet live at the table.

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How a hand is priced

Points are summed, then the whole total is **multiplied** by which named hand was won — not looked up on a curve like Hong Kong, and not simply added like Taiwan's tai.

POINTS	WORTH
Base	3
Each Jin held at the win	1
Each bonus tile replaced	1 (6 for a complete matching set)
Each open kong	1
Each concealed kong	2
Each hand of the dealer's streak (连庄)	2
HAND	×
平胡 — standard win	1
自摸 — self-draw	2
三金倒 — Three-Gold-Fold	3
金雀 — Golden Sparrow	4
抢金 — Grab the Gold	5
金龙 — Golden Dragon	8

金龙's ×8 is a house-rule placeholder, not a sourced figure — it follows the same ratio a reference platform's formula uses between Golden Sparrow and Golden Dragon.

点炮: when someone deals into a win, all three other players pay the winner — not just the discarder. Unusual next to most regional variants, and deliberate here. And 天胡: if the dealer's own deal is already complete before their first discard, that's named on the win screen too, though it carries no multiplier of its own.

Fuzhou's local reputation is "simple to learn, easy to win, exciting scoring" — it leans on variance from flowers and Jin rather than complex hand-reading.