

Guangdong Mahjong 推倒胡

CASUAL CHINESE MAHJONG · RULES REFERENCE

The tiles — 136 total

The full standard set: three suits numbered 1–9, four copies each (108 tiles), plus seven honor tiles, four copies each (28 tiles). No flower or season tiles.

Characters (萬)							
Bamboo (索)							
Dots (筒)							
Winds & Dragons							
	East	South	West	North	Green	Red	White

Two rules that change everything

- **No chow.** Only pong and kong may be called off a discard. Runs still count in a finished hand — you just have to draw them yourself.
- **Self-draw only.** A discard can never complete your hand. Every win lands on a tile you drew, with one exception: robbing a kong, below.

Otherwise the shape is familiar: **13 tiles** in hand, 14 to win, and a complete hand is **4 melds + 1 pair**. Play passes counterclockwise and the dealer goes first.

The ghost tile (鬼牌)

One tile is **wild** — it stands in for whatever a hand needs to finish. There are two ways of settling which, chosen before play starts.

1. **Fixed ghost.** The White Dragon, always. It may be drawn, held and discarded, but never ponged or konged — completing a hand is its only use.
2. **Flip ghost.** A tile is turned face up at the deal as an *indicator*. The ghost is the tile that comes **next** after it. These are ordinary tiles otherwise, and can be ponged and konged freely.

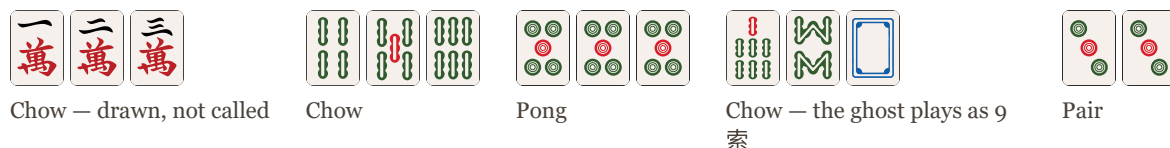
The flipped tile is NOT the wild one. Turn up 5萬 and the ghost is 6萬 — the indicator only points. This is the single most common mistake in this variant.

Numbers step up one within their suit and wrap 9 → 1. Honors run East → South → West → North → Red → Green → White, and White wraps back to East.

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A winning hand, with a ghost standing in



The White Dragon here is the fixed ghost, filling the gap where 9索 should be. It completes the hand even though it could never have been ponged.

Kongs — and what they pay

A kong pays out **the moment it is declared**, not at the end of the hand, and draws a replacement tile from the dead end of the wall.

- **Concealed kong** — all four drawn into your own hand. Every opponent pays **2 coins**.
- **Added kong** — a fourth tile laid onto a pong you already exposed. Every opponent pays **1 coin**.
- **Discard kong** — konged straight off someone's discard. That player alone pays **3 coins**.

Robbing the kong (抢杠)

A kong that puts a tile on show can be taken off the player declaring it. If that tile is the one you were waiting on, you claim it and win instead — the kong never forms, and **the player who tried to kong pays the whole amount alone**. This is the one way a hand ends on a tile you did not draw.

A **concealed** kong cannot be robbed. It is assembled entirely out of sight, so there is nothing to intercept.

Full Ghost (滿鬼)

Holding **all four** copies of the ghost tile **concealed in your hand** wins on the spot, whatever the rest of your hand looks like — there is no shape to complete. Draw the fourth and the hand is over there and then.

They must all still be in hand. A ghost you have already spent on a meld no longer counts — not even in a concealed kong, which never goes on show but is committed to the table all the same.

Winning pays a flat 1 coin: self-draw, all three opponents pay; robbed kong, the kong declarer pays alone. Everyone starts with 25 coins — deeper than the other rulesets, because kongs move coins all hand long.