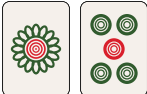
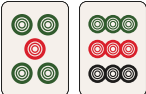
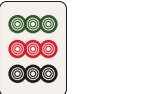


Hangzhou Mahjong 杭州麻将

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 (条)							
Dots (饼)							
Winds & Dragons							
	East	South	West	North	Green	Red	White

The shape of the game

13 tiles in hand, 14 to win, and a complete hand is **4 melds + 1 pair**, or **seven pairs**. Chow, pong and kong may all be called. Play passes counterclockwise and the dealer goes first.

You only win on your own draw (只能自摸). Calling is still how you build a hand, but a discard can never be the tile that finishes it.

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财神: the wildcard

One tile is **wild**: it stands in for whatever a hand needs to finish. Unlike most variants' wildcards it is an ordinary tile in every other respect: it may be drawn, held, thrown, ponged and konged. There are two ways of settling which tile it is, chosen before play starts.

1. **Fixed wildcard**. The White Dragon, always. Known before anyone sits down, and all four copies are live.
2. **Flip wildcard (翻财神)**. Settled fresh at the start of every hand, by dice (see below).

Flipping for 财神

Once the tiles are dealt, **roll one die**. Count that many stacks in from the **dead-wall end** (the end kong replacements are drawn from, opposite the break) and turn the **top tile of that stack** face up.

That exact tile is 财神 for the hand. It stays face up where it sits and is never drawn, so the other **three copies** are the wild ones in play. Roll a 3 and turn up 7饼, and every 7饼 still in the game is wild.

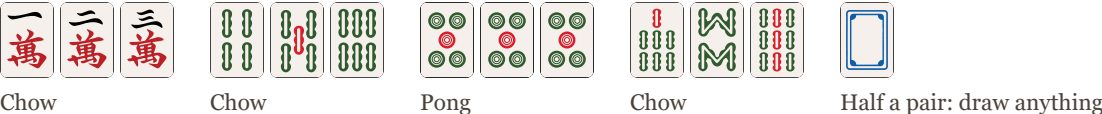
Careful if you know Guangdong: there the flipped tile only *points* at the wild one. Here the tile you turn up **is** the wildcard.

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抱头: a wildcard in the pair

The hand below is four melds and a single wildcard. There is nothing left to wait for: the **next tile you draw**, whatever it is, pairs with the wildcard and the hand is complete. That is 抱头 (bàotóu), and it doubles what the hand pays.



The White Dragon is the fixed-mode wildcard. Draw 3饼 and the pair is 3饼 + wildcard; draw East and the pair is East + wildcard. Every tile in the wall wins.

财飘: throwing a wildcard away

Now suppose your pair is **two wildcards**. The hand is already complete: you could win this instant. Instead you may **throw one wildcard away** and win by 抱头 on your next draw, for **twice as much**. That is 财飘 (cáipiāo), the variant's signature move.

Nothing else explains throwing a wildcard, so the throw is the declaration: there is nothing to announce. Draw a second wildcard afterwards and you may float again: twice is 双财飘, three times 三财飘, and three is the limit.

You are giving up a win you already hold. Nobody can take the tile off you (a discard can't win here), but any opponent may still self-draw before your next turn comes round.

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Kongs: 杠花 and 连杠

A kong draws a replacement tile from the dead end of the wall. Winning **on that replacement** is 杠花 (gānghuā) and doubles the hand. Kong again off the replacement, and again, and the doubling compounds: a win on the last of a run of kongs is 连杠 (liángāng).

An ordinary draw from the front of the wall breaks the run. Kongs pay nothing when declared here; their whole value is in the multiplier.

Seven pairs (七对) and its deluxe forms

Fourteen tiles in seven pairs is a winning hand, honors included. Hold **four copies** of a face and they count as **two of the seven pairs**: 豪华七对 (deluxe seven pairs), and each further four-of-a-kind doubles again.

What a hand is worth

A plain win (平胡) is $\times 1$. Every bonus below multiplies it, and bonuses from different rows multiply *each other*: 杠花 on a 抱头 hand is $\times 2 \times \times 2 = \times 4$ (杠抱), and on a floated hand $\times 2 \times \times 4 = \times 8$ (杠飘).

BONUS	CHINESE	MULTIPLIER
Wildcard in the pair	抱头	$\times 2$
...having floated one wildcard	财飘	$\times 4$
...two	双财飘	$\times 8$
...three	三财飘	$\times 16$
Won on a kong replacement	杠花	$\times 2$
...on the second kong running	二连杠	$\times 4$
...third	三连杠	$\times 8$
...fourth	四连杠	$\times 16$
Seven pairs	七对	$\times 2$
...one four-of-a-kind among them	豪华七对	$\times 4$
...two	两豪华七对	$\times 8$
...three	三豪华七对	$\times 16$

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Paying up

Everyone starts with **50 points** (40 or 60 are equally common house settings). A plain win moves **1 point** per share, multiplied by everything above.

- **The dealer self-draws**: all three opponents pay the full amount each.
- **A non-dealer self-draws**: the **dealer pays double**, the other two pay the normal amount each.

The dealer's seat (庄) and streaks (连庄)

- The dealer **keeps the seat** by winning, or when the hand draws.
- A **non-dealer who wins takes the deal** for the next hand.
- A dealer holding the seat two hands running multiplies the whole settlement by **×4**; three or more, by **×8**. This stacks on top of the hand's own multipliers.

The hand is a draw (流局) once the wall is down to **20 tiles** with nobody out. No points change hands, and the dealer keeps both the seat and the streak.

Documented, but not yet at this table

Hangzhou has a further layer that only switches on after the dealer wins **three hands running** (三连庄). It is written down here for completeness; the table in this app does not run it yet.

- **Discard wins open up**, but only between the dealer and a non-dealer, never between two non-dealers.
- **三放承包 / 反承包**. Feed one opponent three calls off your discards and you underwrite their win alone; win yourself instead and they pay double.
- **抢打**. Once a wildcard is discarded, everyone else is locked out of claiming it, and a locked player who must throw has to throw the tile they just drew.
- **漏胡 / 漏碰**. Pass on a tile you could have won or ponged, and you are locked out of that same tile for the rest of the round.

Until then the rule is simply: build with chow, pong and kong, and win on your own draw. The wildcard does the rest.