

Harbin Mahjong 哈尔滨麻将

CASUAL CHINESE MAHJONG · RULES REFERENCE

The tiles — 112 total

Only three suits, numbered 1–9, four copies each (108 tiles) — no winds, no other dragons, no flowers — plus **Zhong** (中, the red dragon), four copies (4 tiles).

Characters (萬)			
Bamboo (索)			
Dots (筒)			
Zhong (中)			

The wall and the break

Each side of the wall is **14 stacks of 2** (112 tiles total). A single die is rolled against the wall directly opposite the dealer:

1. Count that many stacks from the dealer's left end of the opposite wall.
2. Drawing opens on the next stack, and continues the same way.

Example: a roll of 5 counts off five stacks — dealing starts on the sixth.

Hands and melds

Same base as usual: **13 tiles** in hand (14 to win), and a complete hand is 4 melds + 1 pair, built from chows, pongs, kongs and a pair — see the Basic Mahjong 屁胡 sheet for what each looks like. Harbin's winning hand asks for more than the shape alone; see over.

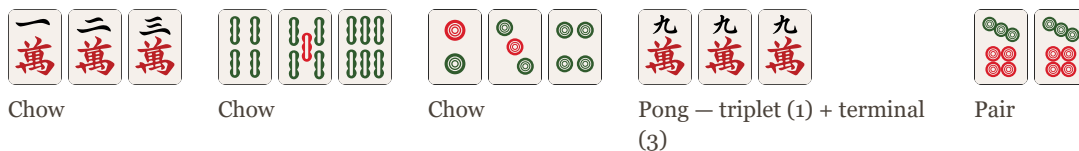
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Winning a hand — three extra conditions

Beyond 4 melds + 1 pair, a Harbin win must **also** satisfy all three:

1. **A triplet** — one meld is a pong or kong. It may be concealed.
2. **A revealed meld** — one meld (any meld, not necessarily the triplet) was exposed by calling a chow, pong, kong, or ting.
3. **A terminal or Zhong** — one meld or the pair contains a 1 or a 9, or is a Zhong pair/triplet.



Needs at least one meld revealed by a call (2) to qualify.



A Zhong pong settles all three conditions at once — it's a triplet, it's revealed, and Zhong covers the terminal.

Ting — declaring you're one tile away

Any seat — not just the one after the discarder — may call chow, pong or kong off a discard if taking it leaves their hand exactly one tile from a win. This is **ting**, and it outranks an ordinary chow/pong/kong claim on the same discard. If two seats could both ting off the same tile, priority goes to whichever sits closer in turn order after the discarder.

Once declared, the hand is **locked**: no more calling melds to reshape it. A self-drawn kong is still allowed. Announce it, so the table can see a hand has gone into ting.

The wildcard tile

The moment the first player declares ting, the top tile at the dead end of the wall is turned face up for everyone to see. From then on, any player who has declared ting — including ones who declare later — wins outright by drawing a copy of that tile, whatever they were actually waiting on. It isn't re-rolled per player, and it stays in play: if the wall runs deep enough, it can still be drawn normally.

Payment is the same flat-coin system as Basic Mahjong 屁胡: 1 coin per win, self-draw pays all three opponents, discard win pays only the discarder. No dealer doubling. Everyone starts with 10 coins.