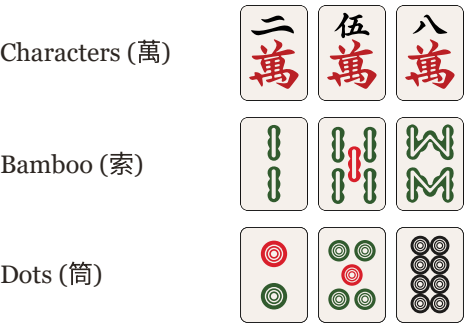


Hefei Mahjong 合肥麻将

CASUAL CHINESE MAHJONG · RULES REFERENCE

The tiles — 84 total

Three suits, but only **ranks 2 through 8** — no 1s, no 9s (斩幺九). No winds, no dragons, no flowers. Four copies of each of the 21 remaining faces: $3 \times 7 \times 4 = 84$ tiles.



A small deck means a short wall: after the deal there are only about 27 draws left across all four players. Expect quick hands.

The wall

The deck doesn't split evenly four ways. The **dealer and the seat opposite** each build 11 stacks (22 tiles); the other two seats build 10 stacks (20 tiles) — $22 + 22 + 20 + 20 = 84$. Two dice pick the break, same as any other wall. Play passes **counterclockwise**, and the dealer goes first.

No calling, ever

There is no chow, no pong, and no exposed kong. **Every meld is built in your own hand.** The only thing you may ever take off someone else's discard is the winning tile itself.

A concealed kong is still allowed, any time on your own turn, if you hold all four copies of a tile.

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PAGE 2 OF 3

八枝 — the suit gate

This is the rule the whole variant is built around. However well a hand is shaped, **it cannot win at all** unless **one suit reaches 8 or more** of the 14 tiles. Four melds and a pair, perfectly formed, still loses to this check if no single suit clears eight.



Eleven characters out of fourteen tiles — comfortably past the gate, and every extra tile past eight is worth something (see page 3).

Winning shapes

- **Standard** — 4 melds (runs or triplets) + 1 pair, same as any other variant.
- **七对 Seven pairs** — legal here too, but still has to clear the suit gate above.
- **缺门** — a hand using only two of the three suits, missing the third entirely. Different from the gate: this is about excluding a suit, not concentrating in one.

缺门 and the suit-gate bonus stack freely — a hand can be missing a suit and also be deep into another one at the same time.

海底 — the last four tiles

The wall's final **four tiles** are drawn one each, in turn — but **nobody discards** after taking one. Win off one of these draws and it's 海底; nobody wins by the time they run out, and the hand is a draw. **No kong may be declared** once the wall is down to these four.

On a drawn hand, any kong bonuses from earlier in that hand are simply void — they don't carry into settlement.

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PAGE 3 OF 3

How a hand is priced — 咀

Every win starts at a flat **15 咀**, then bonuses stack on top.

BONUS

	咀
枝 — each tile past 8 in the qualifying suit	+1 each
缺门 — a suit entirely absent	+2
双八枝 — two suits both reach 8+	+50
坎 — a concealed triplet	+1 each
会 — a rank held 5+ times across all suits	+1 per copy past 4
10会 — a rank held 10+ times	+100
活 — four of a rank, 3 as a triplet + 1 in a run	+4 each
双龙子 — two identical runs	+4 (+10 if self-drawn to complete)
七对 — seven pairs	+10
豪华七对 — one pair is a concealed quad	+50
超豪华七对 — two or more concealed quads	+100
清一色 — the whole hand one suit	+100
3连坎 — three consecutive-rank triplets, one suit	+100
四暗刻 — four concealed triplets, self-drawn	+100
双暗双龙子 — two double-runs, self-drawn	+100
海底 — won on a reserved final draw	+15
天胡 — dealer wins before their first discard	+200
地胡 — a non-dealer self-draws within the first cycle	+150

杠上开花: winning on the tile drawn after a concealed kong doubles the whole total — base and every bonus above — before anything else is added.

Settlement

- **Off a discard** — only the discarder pays the full total.
- **Self-draw** — all three opponents each pay the full total, in full, not split three ways.
- **连庄** — while the dealer is on a streak, their win adds **+4 咀 per streak** (self-draw) or **+2 咀 per streak** (discard) on top of the total above, added *after* any 杠上开花 doubling. When someone else wins instead, the dealer alone pays that same surcharge on top of their ordinary share.

卡 (single-tile-wait bonuses — closed, edge, or pair waits) and 一炮多响 (one discard satisfying more than one hand at once) are documented here but not yet live at the table, along with an optional house rule that auto-passes the dealer after two straight drawn hands.

Casual Chinese Mahjong · Tile artwork: MAMGraphicreation