

Jilin Mahjong 吉林麻将

CASUAL CHINESE MAHJONG · RULES REFERENCE

The tiles — 136 total

The full standard set: three suits numbered 1–9 and all seven honors, four copies of each. No flowers. Four walls of **17 stacks** apiece.

Characters (萬)							
Bamboo (索)							
Dots (筒)							
Winds & Dragons							

What a winning hand must be

Jilin is built on **push-down hu (推倒胡)** — any four melds and a pair will do, runs or triplets, open or concealed. What narrows it is a gate every winning hand has to clear, and **all three conditions** apply at once.

- 三色 or 清一色** — the hand must span **all three suits**, or be a **single suit**. Two suits and not the third is the one shape Jilin refuses, so the middle of the road is exactly where you cannot stop. Honors are colourless: they neither complete the spread nor break a flush.
- 不能缺幺九** — a **1, a 9, a wind or a dragon** must appear somewhere. A hand made entirely of 2–8 is not a hand.
- 平安** — at least one **“level” set**: a triplet (concealed or exposed, and a kong counts) or a pair of winds or dragons. Runs alone will not do.

Runs are never required. An all-triplet hand is 飘胡 and wins on its own terms.

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Turn order and calling

- Play passes **counterclockwise**. The dealer starts with 14 tiles and discards first.
- **Chow** only from the player immediately before you; **pong and kong** from anyone.
- **Pong and kong beat chow** when both are called on the same discard.
- If a discard would let two players win, the one **first counterclockwise from the discarder** takes it. The others get nothing.
- A dealer who wins **stays dealer (连庄)** — and so does a dealer on a washed-out hand.

旋风杠 / 喜杠 — the honor kongs

Two kongs that are nothing like the others. An ordinary kong is four copies of one tile; these are **one copy of each tile in an honor family**, and a player dealt a complete family **turns it face up immediately after the deal** — nobody calls them, and nobody can claim them off a discard.



旋风杠 Whirlwind Kong — all four winds. Four tiles leave the hand for one meld's worth of shape, so the dead wall makes one up, as an ordinary kong does.



喜杠 Happy Kong — all three dragons. Three tiles for one meld, so no replacement is owed.

- Revealing one **does not open your hand** — you are still 门清 if you have claimed nothing off a discard.
- It also **satisfies the terminal/honor gate on its own**: the winds and dragons in it are honors.
- Any further tile of the same family drawn later is **added to the base**, and each addition is **priced as an exposed kong of its own**. The base itself does not grow.
- An addition goes **on show** before it lands, so the table may take it — for a **win**, or in Jilin for a **pong**. A robbed tile never reaches the kong.

Ordinary kongs

Unchanged: four of a kind drawn into hand is a **concealed kong**, and a fourth tile added to an exposed pong or konged straight off a discard is an **exposed kong**. Every kong draws a replacement from the dead end of the wall.

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打宝 — the treasure tile

Jilin's signature, and unlike any wildcard you may have met: it is **earned, and it is private**. Nobody has one at the deal. The **first player to reach tenpai** (one tile from a win) rolls a die on their turn, counts that many stacks in from the dead-wall end, and **looks at that tile alone**. Nobody else sees the value.

1. **The tile never leaves the wall**. Only its face is read, and its position is held open so replacement draws step over it. What was revealed is a **value**, not a tile.
2. So **one copy is the marker and three stay live** — being drawn, discarded and melded like any other tile all hand long.
3. **Looking pins your wait**. From that moment you are held to what you were waiting on. You may not look again.
4. Players who reach tenpai **afterwards look at the same treasure** — one a hand, not one each. They lock their wait the same way.

Winning on it

A player who has looked and then **draws any of the three live copies wins on the spot**, whatever their hand was actually waiting on — the treasure stands in for the tile they needed. This is the only hand in Jilin worth more than the flat amount: it pays **2 coins over**.

If the treasure you turn up is itself the tile you were waiting on, that is 通宝 — and 对宝 if it was a re-rolled treasure rather than the first.

Running out

Once **all three live copies** have been discarded or buried in melds there is nothing left to draw, so the treasure is **re-rolled**: a fresh die, a fresh position, a fresh value. The old marker is simply left where it lies, now just another face-down tile.

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What a hand is worth

There is no fan counting. A win pays a flat 1 coin — self-draw, all three opponents pay; off a discard, the discarder pays alone. Everyone starts with 25 coins.

Jilin still **names** what you did, at length, and the win screen lists every name that applies. They are labels and nothing more — **only one carries coins**.

- **夹胡** — won on a gap or single-tile wait.
- **边胡** — an edge wait: 1-2 closing on the 3, or 8-9 on the 7.
- **自摸** — self-drawn.
- **宝牌** — a live treasure copy sitting in the finished hand.
- **通宝** — the treasure turned out to be the very tile you were waiting on.
- **对宝** — the same, on a re-rolled treasure.
- **抓宝** — won by drawing a live treasure copy. **+2 coins** — the only bonus in the ruleset.
- **飘胡** — all triplets, no runs.
- **门清** — nothing claimed off a discard.
- **庄胡** — the dealer won.

Kong payments

Settled the moment a kong is declared, separately from the hand, and **every kong is charged to all three opponents** — it makes no difference who called it or whose discard it came from.

- **Exposed kong** (明杠, Whirlwind and Happy Kong additions included) — **1×** the base bet from each of the three.
- **Concealed kong** (暗杠, and the honor-kong bases) — **2×** from each of the three.

Kong payments stand even when the hand washes out. They are settled as they happen and are never rolled back.