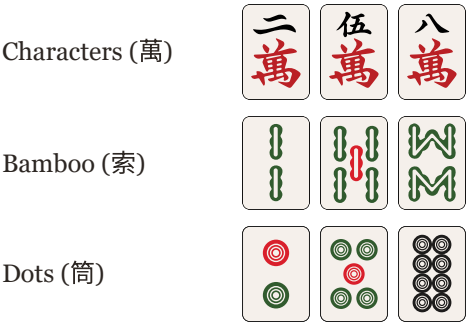


Shandong Mahjong — Weihai 山东麻将（威海）

CASUAL CHINESE MAHJONG · RULES REFERENCE

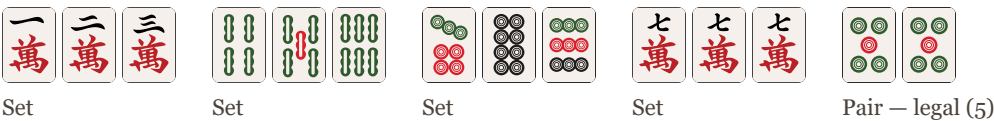
The tiles

This build (Weihai/Rongcheng — 荣成麻将) plays **136 tiles**: three suits 1 through 9, winds and dragons, four copies each, and **no flower tiles**. Jinan's own build (山东麻将) adds 8 flowers for a 144-tile deck — same rules otherwise.



二五八将 — the defining rule

Every winning hand needs four sets and a pair, same as anywhere else — except the **pair must be a 2, 5 or 8**, in any of the three suits. Pair on a 1, 3, 4, 6, 7 or 9 instead and the hand simply can't go out, however complete the four sets are.



七对 (seven pairs) is the one shape exempt from 二五八将 — none of the seven pairs has to be a 2, 5 or 8.

The two shapes outside the pair-and-sets model

小二五八 (All 258): every tile in the hand is a 2, 5 or 8, in any suit — these can stand as loose pairs rather than needing to form sets, so a hand of nothing but 258s wins even when it can't be read as four sets and a pair the ordinary way. **十三幺** (Thirteen Orphans): a terminal in each suit plus every honor, with any one of them paired — the same shape most regional rulesets carry.

Shandong Mahjong — Weihai 山东麻将（威海）

PAGE 2 OF 3

明约/暗约 — declaring at tenpai

Once you're one tile from a win, you may — but don't have to — declare which way you're playing it:

PATH	MEANING
明约 (declared)	Hand revealed face-up. From here, self-draw only — no more winning off a discard. In exchange, a win pays double , and dealing into someone else's win afterward also costs double .
暗约 (hidden)	Stays concealed, wins normally either way. No bonus, no restriction — purely an announcement.
Neither	Say nothing and keep every option open, at ordinary stakes.

Declaring 明约 locks your wait the same way most declared-ready rules do — only a kong that leaves the wait exactly where it was stays legal afterward.

拿分 — three calls, one liability

Feed one seat **three calls** — any mix of chi, pong and kong — over the course of a hand, and a liability link forms: if that seat goes on to win, **you alone pay their full win**, self-draw included, and the other two players are excluded entirely.

拿分 only flows one way — there's no symmetric penalty for the seat who was fed. It's purely about who kept handing them their sets.

Calls and kongs

Chi only from the seat to your left, pong from anywhere, kong (concealed, exposed, or added) as usual. **抢杠** — if a player pongs and then draws the fourth copy to kong it, and someone else was waiting on that exact tile, the win takes priority: the kong-declarer alone pays the full win. **杠了** — if a kong built straight off your discard then wins for its declarer off the replacement tile (杠上开花), you alone are on the hook for it, the same way 抢杠's declarer is.

Shandong Mahjong — Weihai 山东麻将（威海）

PAGE 3 OF 3

Scoring — (base + kong points) × fan

Every hand starts at a flat **5-point base**. This build has no flower tiles, so the only points added to that base come from kongs — the sum is then **multiplied** by however many fan the hand's patterns add up to.

FAN	PATTERN
1	平胡 — a plain win, nothing else qualifying
2	混一色, 一条龙, 杠上开花, 碰碰胡, or 七对
5	地胡, 清一色, or 小二五八
6	天胡
8*	十三幺 (*estimated — no sourced figure exists)

Qualifying patterns stack additively — a hand that's both 混一色 and 七对 counts 2 + 2 = 4 fan, not one or the other.

Kong points

KONG	EXPOSED	CONCEALED
Honor tile (wind/dragon)	2	3
Number tile	1	2

荒庄 — the dead-hand streak

No win by the time the wall is down to its last **12 tiles** (each declared kong moves that up to 2 tiles earlier, up to 6 tiles total) ends the hand in a draw, and the dealer passes to the next seat. Consecutive drawn hands **double the stake** for the next hand played — 2×, 4×, 8×, 16×, 32×, capped — reset the moment anyone wins. A fourth kong declared in one hand ends it in a draw outright, unless that same kong just won.

After three consecutive drawn hands, the dealer additionally pays each other player one flat point before the next hand begins — separate from the stake-doubling.

Glossary

TERM	MEANING
二五八将	The pair must be a 2, 5 or 8
明约 / 暗约	Declared (self-draw only, doubled) / hidden ready
拿分	Three-call liability — the feeder pays the whole win

TERM	MEANING
杠了	A discard-built kong that wins pays the discarder alone
荒庄	Drawn hand — doubles the next hand's stake

清幺九 (all terminals) has no sourced fan value in any regional source and isn't scored here. 一炮多响 (more than one winner off a single discard) ships off — the closest eligible seat counterclockwise from the discarder takes it instead.

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