

Shanghai Knocking Mahjong 上海敲麻

CASUAL CHINESE MAHJONG · RULES REFERENCE

The tiles

144 tiles: three suits 1 through 9, winds and dragons, four copies each, plus **8 flower tiles** — 春夏秋冬 and 梅兰菊竹. The signature twist: **the three dragon tiles (中发白) play as flowers too**, alongside the usual eight. Winds stay ordinary tiles; only dragons move.

Flowers



Dragons — also
flowers here



Dealer draws 14, everyone else 13. Starting with the dealer and going around, each player exposes every flower and dragon they were dealt and draws a replacement from the back of the wall — the same as any flower-and-season deal, just with dragons joining in.

Two claim restrictions

Forgo-then-reclaim: pass on a discard and you can't claim a later copy of that same tile — as a chow, pong, or kong — until you've drawn again yourself.

Swap-calling: you may not immediately discard the tile you just claimed, nor — for a claimed chow — the tile that would complete the run's other end.



Already in hand Claimed

Claiming a 2 to meld 2-3-4 means you can't then immediately discard either the 2 or the 5 of that suit.

Shanghai Knocking Mahjong 上海敲麻

PAGE 2 OF 3

敲 — knocking ready

Any standard hand — four sets and a pair, no shape restriction — can win, but only **after you've formally knocked** (signalled at the table, e.g. stacking one flower tile on another). Once knocked, your hand is **locked**: no more reshaping it, though flower/dragon replacements keep happening as normal.

A knocked player who is offered a winning tile — self-draw or discard — and doesn't take it forfeits the hand outright. Not a temporary lockout: miss it once and you're done for the rest of the hand.

The mandatory kong

Once knocked, you must extend an exposed pung into a kong the moment you're able to — unless a self-draw win is sitting right there instead, which always wins out over the compulsion. The upgrade is exposed the same way any kong is, so a ready opponent may rob it and win on the spot.

What's excluded

Seven pairs (七对) does not win here, even though every other standard shape does — it's specifically banned as too easy under this variant's already-loose win condition.

No dead wall, and dealer rotation

Play runs until someone wins or the wall is fully exhausted — there is **no reserved dead wall** to stop short of. The **winner deals the next hand**, whoever they were; on a draw, East stays dealer.

抢杠 (robbing the kong) is live: any kong that exposes a tile — including the mandatory upgrade above — may be intercepted by a seat waiting on it, who wins on it instead.

Shanghai Knocking Mahjong 上海敲麻

PAGE 3 OF 3

Scoring — hua × 2^{doubles}

Every hand starts at a **1-hua base** for going out. Hua are then added for flowers/dragons kept and for pung/kong tiles, and the whole sum is **doubled once per qualifying double** below. A hand with no hua beyond the base is instead a flat **10-hua fig (无花果)**.

ELEMENT	HUA
Going out (base)	1
Each flower / dragon-as-flower	1
Plain-suit pung	0
Plain-suit exposed kong	1
Plain-suit concealed kong	2
Wind pung	1
Wind exposed kong	2
Wind concealed kong	3

Doubles

FEATURE	DOUBLES
大挑车 — melded down to a bare one-tile wait, self-drawn	1
门清 — fully concealed hand	1
杠开 — won off a kong or flower replacement draw	1
碰碰胡 — all pungs	1
混一色 — half flush	1
清一色 — full flush	2

抢杠 (robbing the kong) pays a flat ×3 on top of everything above — it is a payment multiplier, not a double, and isn't part of the 2^{doubles} term.

Final score = hua total (or the 10-hua fig) × 2^(doubles). Self-draw collects from all three opponents; a discard win is paid by the discarder alone. A single hand's loss is capped at 128× the base score, per payer.

What's not on this table

一炮多响 (multiple simultaneous discard wins, each paid in full) ships off — the same call every other regional variant here makes. "Super Random" table add-ons (a wild-dice/draw-counter multiplier, 飞蝇) are

optional extras in the source itself and aren't included. 黄庄, mentioned but never priced in any source's own hua table, isn't scored either.

Casual Chinese Mahjong · Tile artwork: MAMGraphicreation