

Basic Mahjong 屁胡

CASUAL CHINESE MAHJONG · RULES REFERENCE

The tiles — 136 total

Three suits, numbered 1–9, four copies each (108 tiles), plus seven honor tiles, four copies each (28 tiles). No flower or season tiles.

Characters (萬)							
Bamboo (索)							
Dots (筒)							
Winds & Dragons							
	East	South	West	North	Green	Red	White

The White Dragon tile is shown bordered in blue rather than blank, so it reads as intentional, not a misprint.

Hands and melds

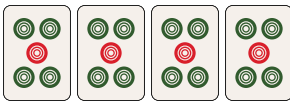
Each player holds **13 tiles**; the dealer draws to 14 to open the hand. A complete winning hand is **4 melds + 1 pair** (14 tiles). A meld is any of:



Chow — three consecutive tiles, one suit.



Pong — three identical tiles.



Kong — four identical tiles. Draws a replacement from the dead wall.



Pair — two identical tiles, the hand's “eye.”

The wall and the break

Four walls of 17 stacks of 2 (136 tiles). Two dice pick which wall breaks and where; play draws from that point around the ring. Play passes **counterclockwise** — dealer, then the seat to their right, then across, then left — and the dealer always goes first.

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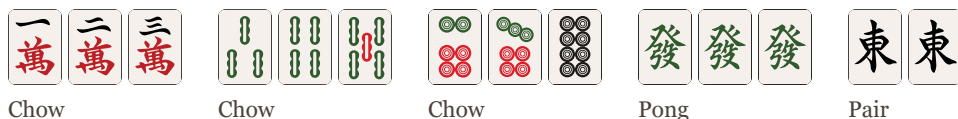
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Calling a discard

- **Chow** — only the seat immediately after the discarder may call one, using two tiles from hand to complete a run with the discard.
- **Pong / Kong** — any seat may call these off a discard.
- **Win** — any seat may declare a win off a discard that completes their hand, or off their own draw (a *self-draw*).

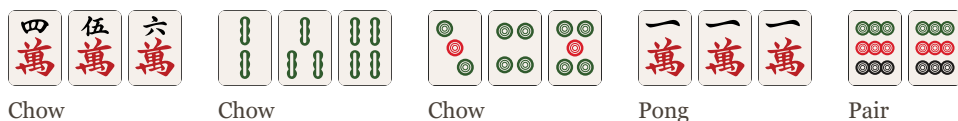
If more than one seat wants the same discard: a win outranks a pong/kong, which outranks a chow. Ties on pong/kong go to whichever seat sits soonest after the discarder.

Example winning hand



Three chows, a pong, and a pair — 4 melds + 1 pair, 14 tiles, a complete hand.

Another winning hand (no honors)



Three chows, a pong, and a pair using only suits — no honor tiles required.

Payment

Winning pays a flat **1 coin**. On a self-draw, all three opponents each pay 1 coin. On a discard win, only the discarder pays. No dealer doubling. Everyone starts with 10 coins.

Declaring a kong — concealed, or off a discard — draws one replacement tile from the far (dead) end of the wall before play continues.