Brief Introduction to Bloody Mahjong (Sichuan Bloody Rules)

1. The tiles
1) All 108 suit tiles (characters, dots, bamboos) are presented.
2) Honor tiles are not presented.

2. Claiming a tile
1) Chow claiming is not allowed.
2) Pung and kong claiming are allowed.

3. Winning
1) There are two types of winning hand: basic winning (4 sets of chows, pungs and kongs and a pair) and seven pairs winning.
2) A voided suit is necessary for a winning hand.
3) Multiple winning declared on the same discard is allowed.
4) If player could but didn't declarer winning on a discard, he can't declarer winning before drawing next time (excluding winning by different points).

4. End of a hand
1) Others keep playing after someone wins.
2) A hand ends when three players win or the wall is exhausted.

5. Voided suit selection
1) Voided suit selection must be done immediately after dealing.
2) Players choose a tile of the voided suit from starting hand (14 tiles for dealer, 13 tiles for others) and put it face-down in front of themselves, respectively.
3) In the first turn, player discards the chosen tile and declares the suit to be his voided suit.
4) Player may declare a suit other than the chosen tile only when he has no tile of the declared suit in starting hand.
5) Player can't discard tile of other suits when he still has tile of voided suit in hand.

6. Dealer rotation
1) The first winner will be the dealer next hand.
2) If there are multiple first winners, the shooter will be the dealer next hand.
3) If there is no winner, the dealer won't change.

7. Scoring
1) There is scoring process when kong declaring, win declaring or wall exhaustion happens.
2) The winner doesn't take part in the scoring process after his winning.

8. Kong scoring
1) Melded kong: the declarer takes 2 points from the discarder.
2) Extending kong: the declarer takes 1 point from each opponent who didn't win (declaring

kong immediately after drawing the fourth tile only).

3) Concealed kong: the declarer takes 2 points from each opponent who didn't win.

4) If the kong declarer immediately shoots after the kong, all the income of the kong must be returned.

5) If the kong declarer is not-ready when the wall is exhausted, he must return all his kong income during this hand.

9. Win scoring

1) The basic point for a winning hand without Fan (doubles) is 1 point.

2) The basic point doubles according to the Fan. Basic point = 2 to the power of the number of Fan.

3) 3 Fan is max. The basic point for a winning hand more than 3 Fan is still 8 points.

4) Winning by discard: the winner takes basic point from the discarder.

5) Winning by self-draw: the winner takes (basic point + 1 bonus point) from each opponent who didn't win.

10. The Fan (doubles)

No.	Name	Value	Meaning
1	Root	1 Fan for each set	Using four identical tiles, whether declaring them as a kong or not.
2	All Pungs	1 Fan	Winning with 4 sets of pungs or kongs.
3	Golden Single Wait	1 Fan	Winning by single wait with 4 sets of declared pungs or kongs (including concealed kong). Add 1 Fan for all pungs.
4	Full Flush	2 Fan	Winning hand composed entirely of one suit.
5	Seven Pairs	2 Fan	Winning concealed with seven pairs. 4 identical tiles can be counted as 2 pairs (in this case add 1 Fan for root).
6	Win after Kong	1 Fan	Winning on a replacement tile after a kong (Counts as self-draw).
7	Shoot after Kong	1 Fan	Winning on a tile that an opponent discards immediately after a kong (the income of the kong must be returned).
8	Robbing the Kong	1 Fan	Winning on a tile that an opponent adds to a melded pung in order to make a kong (the kong is invalid).
9	Under the Sea	1 Fan	Winning by self-draw on the last tile or by discard after the last tile.

11. Wall exhaustion scoring

1) There are three states for player who didn't win after the wall is exhausted, ready, not-ready (two suits in hand), and flower pig (three suits in hand).

2) The flower pig player pays a penalty of 48 points. The opponents don't get points.

3) The not-ready player pays to the ready player for theoretical maximum winning points,

successively.

4) If all the players who didn't win are in the same state, the wall exhaustion scoring doesn't occur.