

Sichuan Mahjong Blood Battle to the End

A Fan Type Examples

		Score								
		*Four identical tiles are 1 Root								
Standard win		0Root	1	1Root	2	2Root	4	3Root	8	8
All Triplets		0Root	2	1Root	4	2Root	8	3Root	8	8
Pure Suit		0Root	4	1Root	8	2Root	8	3Root	8	8
Golden Hook		0Root	4	1Root	8	2Root	8	3Root	8	8
Seven Pairs		0Root	4	1Root	/	2Root	/	3Root	/	/
Dragon Pairs		0Root	/	1Root	8	2Root	8	3Root	8	8
Pure Triplets		0Root	8	1Root	8	2Root	8	3Root	8	8
Pure Golden Hook		0Root	8	1Root	8	2Root	8	3Root	8	8
Pure Pairs		0Root	8	1Root	/	2Root	/	3Root	/	/

B Winning on Discard

Robbing a Kong	Winning by robs the tile when another player added Kong	$A \times 2$
Discard after a Kong	Winning by another player discard after a Kong	$A \times 2$
Kong Bloom	Winning by drawing the tile immediately after a Kong with Discard	$A \times 4 + 1$
Last Minute Save	Winning when another player uses the very last tile from the wall to complete their hand	$A \times 2$

C Winning on Self-Draw

Self-Draw	Winning by drawing the tile themselves from the wall	$(A+1) \times N$
Moon from Seabed	Winning by self-drawing the very last tile from the wall	$(A \times 2 + 1) \times N$
Kong Bloom	Winning by drawing the tile immediately after a Concealed Kong or Added Kong	$(A \times 4 + 1) \times N$

*N is the number of players still in play while self-draw occurs

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Basic Rules

- **Tiles:** The game uses three suits: Wan, Bing, and Tiao (Character, Dots and Bamboo), totaling 108 tiles. Honor tiles are not used.
- **Allowed Moves:** Players may declare Pung or Kong but cannot Chow (Eat).
- **Multiple Winners on a Single Discard:** A single discarded tile may result in multiple players winning.
- **Sequential Pung and Sequential Win Restrictions:** Players cannot declare sequential Pungs (using the same tile) or sequential wins. Sequential Pungs and Wins are considered false wins unless they increase the total score.
- **Robbing a Kong:** Players can rob an exposed Kong but not a concealed Kong

One Missing Suit Rule

- **One Missing Suit Requirement:** To win, players' hands must include no more than two of the three suits, referred to as "one missing suit." If, at the end of a draw, a player's hand still contains tiles from all three suits (Tiao, Bing, and Wan), this is called a "Flower Pig". The "Flower Pig" must pay each player the full hand score.
- **Declaring the Missing Suit:** Players must decide which suit to exclude after drawing their starting hand. Once declared, the suit cannot be changed, and any tile of the missing suit must be discarded before other tiles.

Blood Battle to the End Rules

- **Continuing After a Win:** After one player wins, the hand does not end. The remaining players continue until three players win or the hand is drawn.
- **Self-Draw vs. Discard Win:** A player who wins by self-draw collects points from all other players who have not won, while a player winning on a discard collects points only from the discarding player.
- **First Win Immunity:** The first winning player is unaffected by subsequent scoring events.

Score calculation of Kong

- **Added Kong from Drawn Tile:** If a player completes a Kong by drawing the fourth tile of a Pung, they collect one point from each non-winning player.
- **Pung to Kong with Discard:** When a player completes a Kong with a discarded tile, they collect two points from the player who discarded it.
- **Concealed Kong:** Declaring a concealed Kong allows the player to collect two points from each non-winning player.
- **Draw Penalty for Kong Declaration:** If a player declares a Kong and the hand ends in a draw, any points gained from the Kong must be returned.
- **Robbing a Kong:** If a player robs an added Kong, only the robber gains points.
- **Other occasions of Kong:** Players can only complete a Kong within their turn by self-draw (concealed Kong or complete after Pung) and are not allowed to do so right after Pung.

Checking "Listening" Status

- After a draw, players who are not in the listening (ready to win) state must pay points to those who are, based on the maximum fan value.