

**Sichuan Bloody Rules  
(SBR) Mahjong**

1 一 2 二 3 三 4 四 5 五 6 六 7 七 8 八 9 九

**Add up the fan in the winning hand → Convert to hand value (points) → Hu payments**

| <i>Name</i>        | <i>Fan</i> | <i>Description</i>   |
|--------------------|------------|--|
| Root               | 1          | 4 identical tiles used in the hand (either as a kong or otherwise)   |
| All Pungs          | 1          | 4 pungs or kongs + 1 pair (no chows)   |
| Full Flush         | 2          | all tiles in the hand are 1 suit only  |
| Seven Pairs        | 2          | 7 pairs  |
| Golden Single Wait | 2          | with 4 melds on the table (pungs or kongs), the winning tile completes the pair (already includes 1 fan for All Pungs) |
| Win after Kong     | 1          | declaring Hu on a replacement tile after making a kong   |
| Robbing the Kong   | 1          | declaring Hu by robbing a kong   |
| Shoot after Kong   | 1          | declaring Hu on a tile discarded after making a kong   |
| Under the Sea      | 1          | declaring Hu on the last tile in the wall or on the discard after the last tile  |

|                            |   |   |   |           |
|----------------------------|---|---|---|-----------|
| <b>Total Fan</b>           | 0 | 1 | 2 | 3 or more |
| <b>Hand Value (Points)</b> | 1 | 2 | 4 | 8         |

| <i>Hu Payment Event</i>                     | <i>Points</i>   | <i>Who is Paying</i>         | <i>Who is Getting the Payment</i>               |
|---|---|------------------------------|---|
| Hu is declared on a discard                 | Hand Value  | The discarder                | Each player declaring Hu on this discard        |
| Hu is declared on a self-drawn tile (tsumo) | Hand Value + 1  | Each non-Hu player           | The player declaring Hu on this self-drawn tile |
| The wall ends with 2 or more non-Hu players | Hand Value of the best hand the ready player is ready for | Each non-Hu non-ready player | Each non-Hu ready player                        |

**Kong payments**

| <i>Kong Payment Event</i>                          | <i>Points</i> | <i>Who is Paying</i> | <i>Who is Getting the Payment</i> |
|--|---------------|----------------------|-----------------------------------|
| Concealed Kong is declared                         | 2             | Each non-Hu player   | The player declaring the kong     |
| Big Melded Kong is declared on a discard           | 2             | The discarder        | The player declaring the kong     |
| Small Melded Kong is declared on a self-drawn tile | 1             | Each non-Hu player   | The player declaring the kong     |

No kong payment if:

- this is a Small Melded Kong declared on a tile that is already in the hand, not on the tile that is just drawn
- the kong gets robbed
- another player declares Hu on the tile discarded after the kong is made
- the player who declared the kong is non-Hu non-ready when all others are Hu, or when the wall ends.

**Total payments = Hu payments + Kong payments**

## Setup

- use suit tiles only; remove all honour tiles and flower tiles
  - to choose a dealer for the 1st time, each player throws 2 dice; the player with the greatest sum is the dealer
  - the wall: 2x14 on the dealer's and their opposite's sides, 2x13 on the other sides
  - the dealer throws 2 dice; sum of the dice to count around the wall's sides, the smaller of the dice to count tile stacks along the side
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## Voided suit

- after tiles are dealt, but before the 1st turn, each player decides on 1 suit to be their "voided suit"
  - winning hand must not contain the voided suit
  - must discard all tiles of the voided suit before any other tiles can be discarded
  - choose a tile of the voided suit to be the 1st discard and put it face down; during the 1st round of discards these tiles are to be discarded
  - if no tiles of voided suit in hand, put a suit indicator card face down on the table; reveal it with the 1st discard
  - in this case, when discarding a voided suit tile later on, position it as the 1st discard and remove the card
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## No discard claiming for chows

- chows are still allowed, but no discard claiming to meld a chow
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## Declaring Hu

- when completing a winning hand, say "Hu" instead of "Mahjong"
  - there can be multiple Hu players on the same discard; they all get paid by the discarder
  - when somebody is Hu, and there are multiple non-Hu players, they keep playing ("battle to the bloody end")
  - Hu players stop playing and turn their tiles face down
  - claimed winning tile is shown face up among the face down tiles of the winning hand on the left, right or in the middle to indicate the position of the discarder; self-drawn winning tile is turned face down
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## Declaring kongs

- kong replacement tile is drawn from the live end of the wall
  - cannot declare kong after drawing the last tile as no replacement tile available
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## "Ready" and "not ready"

- "ready" means having a hand that only waits for adding a winning tile to become a winning hand
  - can count as "ready" even if waiting for a tile that is unavailable as all 4 of it are seen exposed on the table
  - cannot count as "ready" if waiting for a tile that is unavailable as all 4 of it are used in the player's own hand
  - if the wall ends with multiple non-Hu players playing, non-Hu non-ready players pay to non-Hu ready players
  - players who are non-Hu non-ready when finishing playing, do not get kong payments
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## Finishing playing

- finish playing when all players except 1 are Hu, or when the wall ends
  - everybody shows their tiles and each player's total points are calculated
  - a player's total is the sum of Hu payments (including non-ready to ready) and kong payments
  - penalty 48 points paid if still having tiles of the voided suit in hand, and not all of the discards are of this suit
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## Playing again

- no rule defining how many times to play; up to 10 times in a session in a tournament
  - if nobody is Hu, the dealer stays the same
  - if the 1st Hu is by a single player, this player is the next dealer
  - if the 1st Hu is by multiple players on the same discard, the discarder is the next dealer
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## Skipping a discard

- if a player skips a discard that they could claim for Hu, they are not allowed to claim the same discard for Hu from anybody else, until after their own turn
- in this case, the player is not allowed to claim any other discard for Hu either, unless this other discard gives their hand more value than the discard that was skipped