

1. Trivial Patterns

Chicken : 1 : Does not satisfy any other patterns aside from having bonus tiles

Self Drawn : 5 : Self draws the winning tile

Concealed Hand : 5 : No melding, hand is concealed

All Chows : 5 :

No Terminals : 5 : (All Simples: 2-8 tiles)

All Types : 10 : (3 suis, wind and dragon)

Illegal Call : -30 : Don't do it (should get your eyes checked!)

2. Pungs and Kongs

All Pungs : 30 :

Two Concealed Pungs : 5 : (concealed)

Three Concealed Pungs : 30 : (concealed)

Four Concealed Pungs : 125 : (concealed)

One Kongs : 5 :

Two Kongs : 20 :

Three Kongs : 120 :

Four Kongs : 480 :

3. Identical Melds

Two Identical Chows : 10 :

Two Identical Chows Twice : 60 :

Three Identical Chows : 120 :

Four Identical Chows : 480 :

4. Similar Melds

Three Similar Chows : 35 :

Little Three Similar Pungs : 30 :

Three Similar Pungs : 120 :

5. Consecutive Melds

Three Consecutive Chows : 30 : (step 1)

(step 2)

Nine-Tile Straight : 40 :

Three Consecutive Chows Twice : 50 : (chows # 1,2,3 and chows # 1,3,4 are 2 sets of three consecutive chows)

Four Consecutive Chows : 100 : (step 1)

(step 2)

Three Consecutive Pungs : 100 :

Four Consecutive Pungs : 200 :

Three Mothers : 400 :

6. Suit Patterns

Mixed One Suit : 40 : (fixed flush)

(seven pair ver) :







Pure One Suit : 80 : (flush, purity)







(seven pair ver) :

Nine Gates : 480 : (concealed) + 1 more tile of same suit. Does not distinguish between having pattern completed or completing the pattern with last tile

Have	Get	Becomes
1112345678999	1	111 123 456 789 99
1112345678999	2	111 22 345 678 999
1112345678999	3	11 123 345 678 999
1112345678999	4	111 234 456 789 99
1112345678999	5	111 234 55 678 999
1112345678999	6	11 123 456 678 999
1112345678999	7	111 234 567 789 99
1112345678999	8	111 234 567 88 999
1112345678999	9	11 123 456 789 999

7. Terminal Tiles

Two-Tailed Terminal Chows : 5 :      















Two-Tailed Terminal Pungs : 15 :      





Two-Tailed Terminals : 240 :           

Little Mountain : 320 :               (one suit pure outside use up 6 terminals)















Big Mountain : 400 :              (one suit pure outside use up all 8 terminals)

Mixed Lesser Terminals : 40 :               (outside hand)

Pure Lesser Terminals : 50 :               (pure outside hand)




Mixed Greater Terminals : 100 :              









(seven pair ver) :              










Pure Greater Terminals : 400 :              

8. Honor Tiles

Seat Wind : 10 :    (your own wind)

Dragon Pung : 10 :   

Little Three Winds : 30 (seat wind ? +10 : +0) :        




Big Three Winds : 120 (seat wind ? +10 : +0) :         


Little Four Winds : 320 :           

Big Four Winds : 400 :            

Little Three Dragons : 60 :        

Big Three Dragons : 160 :         


All Honor Pungs : 320 :              

All Honor Pairs : 480 :               (pairs of each honors)

9. Seven Pairs

Seven Pairs : 35 : 

Seven Shifted Pairs : 320 :

Grand Chariot : 400 :  (2-8 coin pairs)


Bamboo Forest : 400 : (2-8 bamboo pairs)





Number Neighborhood : 400 :

二萬	二萬	三萬	三萬	四萬	四萬	伍萬	伍萬	六萬	六萬	七萬	七萬	八萬	八萬
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 (2-8 char pairs)

10. Color Hands

All Green : 400 :  (tiles from 23468 bamboo and green)

Red Peacock : 480 :       (tiles from 1579 bamboo and red)

11. Irregular Hands

Thirteen Terminals : 160 :     一萬 九萬 東 南 西 北 中 發  (concealed) + 1 more terminal or honor tile as the eye. Does not distinguish between completed pattern then eye or last tile completes the pattern.

12. Incidental Bonuses

Final Draw : 10 : wining by drawing the “seabed” (very last playable) tile

Final Discard : 10 : winning by taking the very last discard (seabed tile) of the game

Win on Kong Replacement Tile : 10 : explanatory

Win on Flower/Replacement Tile : 10 : explanatory



Robbing a Kong : 10 : winning by stealing the konging tile


Blessing of Earth : 155 : non-dealer wins with the very first discarded tile (from dealer)





Blessing of Heaven : 155 : dealer wins with initial dealt hand

13. Bonus Tile

Non-Seat Flower/Season : 2 :  /  /  /  /  /  (other flower/season)

Seat Flower/Season : 4 :  /  (your own flower/season)

All Flowers : 15 : 

All Seasons : 15 :    

All Bonus Tiles : 80 :         (if you have 7 already and another player draws the last tile, you can steal it)

Patterns are split into sections, each with subsections, for easy finding. When counting score, add up the highest points your hand satisfies for each subsection. Ex. Pure Lesser Terminals wouldn't count for Mixed Lesser Terminals, but can add points for Two-Tailed Terminal Chows.

Maximum Limit: There is a "limit" of 320 points. If the hand contains multiple patterns of which values add up to 320 or more, the hand scores 320 points (called a "Compound Limit Hand"). But if the hand contains a pattern which has a listed value of 320 or more (called a "Listed Limit Hand"), it scores the single highest-valued pattern in the hand. (It scores for one single pattern only.

