

1. Trivial Patterns







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







All Chows : 5 :

4. Similar Melds

Three Similar Chows : 35 :















7. Terminal Tiles















Two-Tailed Terminal Chows : 5 :      

Two-Tailed Terminal Pungs : 15 :      

Small Mountain : 320 :               (use up 6 terminal tiles)

Big Mountain : 400 :               (use up 8 terminal tiles)

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










Dragon Pung : 10 :   

Small Three Dragons : 60 :        

Big Three Dragons : 160 :         

Seat Wind : 10 :    (your own wind)

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

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

Small Four Winds : 320 :           

Big Four Winds : 400 :            

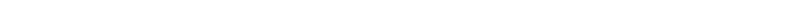
All Honor Pungs : 320 :              

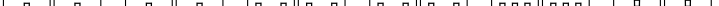
All Honor Pairs : 480 :               (pairs of each honors)

9. Seven Pairs

Seven Pairs : 30 :

Seven Shifted Pairs : 320 :

Grand Chariot : 400 :  (pairs of 2-8 coins)

Bamboo Forest : 400 :  (pairs of 2-8 bamboos)

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
----	----

 (pairs of 2-8 chars)






10. Color Hands

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

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

All Blue : 400 :      (tiles from 8 coin, NESW, and white)

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 Heaven : 155 : dealer wins with initial dealt hand





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

13. Bonus Tile

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

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

Flower Kong : 10 :    

Season Kong : 10 :    

All Flowers : 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 subsections. 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.)

