1. Trivial Patterns

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

門前清: 5: No melding, hand is concealed

自摸 : 5 : Self draws the winning tile

Simples: 2-8 tiles)

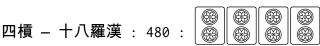
wind and dragon)

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

2. Pungs and Kongs

兩暗刻:5: 圖圖圖圖 EBB EBB (concealed)

一槓:5:| 🕲 | 🐯 | 🐯 | 🐯









3. Identical Chows

一般高 : 10 :

兩般高 : 60 : | ニ | 三 萬 | 萬 88

一色三同順 : 120 :

一色四同順 - 四海一家 : 480 : 萬

4. Similar Melds

三色同順 : 35 : | 🔞 | 👵 | 🔞

三色小同刻 : 30 :

三色同刻 : 120 : | 🚳 | 🍪

5. Consecutive Melds

00 三連順 : 30 : (step 1)

> (step 2)

89 99 三連順雙 : 50 : **® 69 69 69** (chows # 1,2,3)and chows # 1,3,4 are 2 sets of three consecutive chows) (B) **88 89 8** 8 **88** ₩₩ 88 四連順 : 100 : (step 1) **## 69 69** ₩₩ **(H)** ₩₩ ₩₩ 66 66 66 **## ##** 888 ₩₩ (8) 888 88 (step 2) ₩ ₩₩ 888 Θ **69 69** ₩₩ (三連刻 : 100 : **69 69** Œ **89 89** $\oplus \oplus$ $\Theta\Theta$ ₩₩ ₩₩ ₩₩ **®** 8 四連刻 : 200 : **69 69 ®**

*9* <u>8</u> **@@** ₩₩ **@@ @ @** ₩₩ ₩₩ ₩₩ ₩₩

6. Suit Patterns

(七對子版):

88 88 88 **## 88** ### ### 中 西 (混一色: 40: (Mixed Flush) 800 **88** |@@@|' **(B)** ₩₩ 中 中 • (8) 88 **89 89** (七對子版): B 8 清一色: 80 BB B B 888 (Flush) 888 **##** 866 800 ₩₩ |000||000 **##** ₩₩ ₩₩ ₩₩ (8 8 888 888 8 8 8 8

889 九蓮寶燈 - 天衣無縫 : 480 :

₩₩

₩₩

₩₩

666 666

۵ĕ

(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 111 123 456 789 99 1 1112345678999 2 111 22 345 678 999 1112345678999 11 123 345 678 999 3 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

老少順:5: | 二 | 二 | 三 | 七 | 八 | 九 | 萬 | 萬 | 萬 | 萬 | 萬 | 萬

6 terminal tiles)

8 terminal tiles)

(outside hand)

outside hand)

混么九:100: 圖圖圖 | 二 | 二 | 二 | 九 | 九 | 九 | 九 | 西 | 西 | 西 | 中 | 中 | 中 | 中 |

8. Honor Tiles

箭牌: 10: | 發|| 發|| 發

門風: 10: 東東東 (your own wind)

小三元:60: 中中中 發 發 發

大三元: 160: 中中中 發發發

小三風:30 (門風?+10:+0):|東||東||東||東||西||西||西||北||北|

小四喜: 320: |東||東||東||南||南||南||西||西||西||北||北|

字-色:320:|東||東||東||東||南||南||南||西||西||西||西|| 發||發||發||

大七星 - 七福星: 480: |東||東| | 南||南| | 西||西| | 北||北| | 中||中| | 發||發

(pairs of each honors)

9. Seven Pairs

大車輪 : 400 :















(pairs of 2-8 coins)

大竹林 : 400 :















(pairs of 2-8 bamboos)



萬 萬

(pairs of 2-8 chars)

10. Color Hands









(tiles

from 23468 bamboo, green)

紅一色 - 紅孔雀: 480:







(tiles from 1579 bamboo, red)

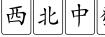
11. Irregular Hands

十三么九 : 160 :











(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

海底撈月 : 10 : wining by drawing the "seabed" (very last playable) tile

河底撈魚 : 10 : winning by taking the very last discard (seabed tile) of the game

嶺上開花 : 10 : explanatory 花上自摸 : 10 : explanatory

搶槓 : 10 : winning by stealing the konging tile

天和 : 155 : dealer wins with initial dealt hand

地和 : 155 : non-dealer wins with the very first discarded tile (from dealer)

13. Bonus Tile

















flower/season)





(your own flower/season)

齊四花 : 10 :







齊四季 : 10 :







花和 – 八仙過海 : 80 :













(if you have 7 already and

another player draws the last tile, you can steal it)