
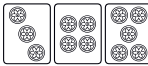





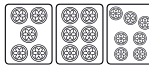




1. Trivial Patterns

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

All Chows : 5 :     

Concealed Hand : 5 : No melding, hand is concealed



Self Drawn : 5 : Self draws the winning tile





All Simples : 5 :      (2-8 suit tiles only, no terminals nor honors)


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

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

2. Identical Chows

Two Identical Chows : 10 :  

Two Identical Chows Twice : 60 :    

Three Identical Chows : 120 :   

Four Identical Chows : 480 :    

3. 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 :     

4. Similar Melds

Three Similar Chows : 35 :   

Small Three Similar Pungs : 30 :   


Three Similar Pungs : 120 :   

5. Consecutive Melds

Nine-Tile Straight : 40 : 

Three Consecutive Pungs : 100 :   

Four Consecutive Pungs : 200 :   




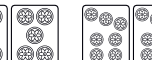
Three Mothers : 400 :   

6. Suit Patterns

Mixed One Suit : 40 :     (Mixed Flush)


(seven pair ver) :    

Pure One Suit : 80 :     (Flush)

(seven pair ver) :    







Small Terminal Club : 100 :    







Big Terminal Club : 320 :    

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 :      

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 :   

Seat Wind : 10 :    (your own wind)

Small Three Dragons : 40 :        

Big Three Dragons : 130 :        

Small Three Winds : 30 :        

Big Three Winds : 120 :         

Small Four Winds : 320 :           

Big Four Winds : 400 :            

All Honor Pungs : 320 :              

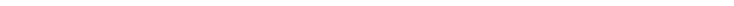
All Honor Pairs : 480 :               (pairs of each honors)

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 Orphans : 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

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.)

