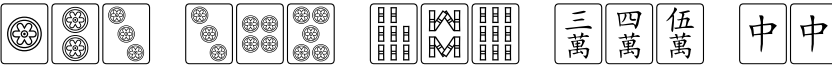


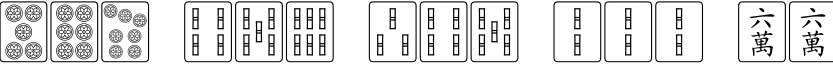
1. Trivial Patterns

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

自摸 : 5 : Self draws the winning tile

門前清 : 5 : No melding, hand is concealed

平和 : 5 : 


斷么九 : 5 :  (All Simples: 2-8 tiles)

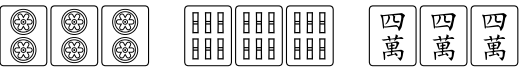
五門齊 : 10 :  (3 suis, wind and dragon)

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

2. Pungs and Kongs

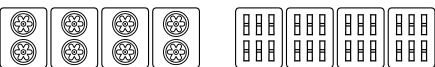
對對和 : 30 : 


兩暗刻 : 5 :  (concealed)

三暗刻 : 30 :  (concealed)

四暗刻 : 125 :  (concealed)

一槓 : 5 : 

兩槓 : 20 : 


三槓 : 120 : 


四槓 - 十八羅漢 : 480 : 

3. Identical Chows

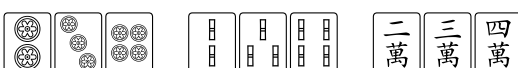
一般高 : 10 : 

兩般高 : 60 : 


一色三同順 : 120 : 

一色四同順 – 四海一家 : 480 : 

4. Similar Melds

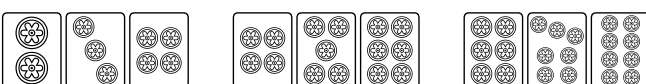
三色同順 : 35 : 

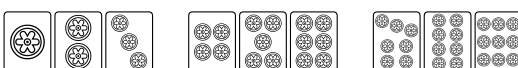
三色小同刻 : 30 : 


三色同刻 : 120 : 


5. Consecutive Melds

三連順 : 30 : (step 1) 


(step 2) 

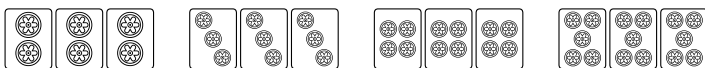
一氣通貫 : 40 : 

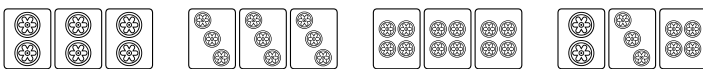
雙三連順 : 50 :  (chows # 1,2,3 and chows # 1,3,4 are 2 sets of three consecutive chows)

四連順 : 100 : (step 1) 



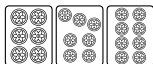
(step 2) 

三連刻 : 100 : 

四連刻 : 200 : 

三娘教子 : 400 : 



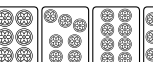
6. Suit Patterns

混一色 : 40 :    西 西 西 中 中 (Mixed Flush)

(七對子版) :     南 南 西 西 中 中



清一色 : 80 :     (Flush)

(七對子版) :       





九蓮寶燈 – 天衣無縫 : 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

老少順 : 5 :  

老少刻 : 15 :  

老少么 : 240 :    

小山滿 : 320 :      (use up 6 terminal tiles)


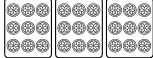

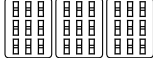
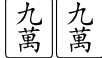
大山滿 : 400 :      (use up 8 terminal tiles)

混全帶么九 : 40 :      (outside hand)

純全帶么九 : 50 :      (pure outside hand)


混么九 : 100 :     

(七對子版) :       




清么九 : 400 :     

8. Honor Tiles





門風 : 10 :  (your own wind)

箭牌 : 10 : 

小三風 : 30 (門風 ? +10 : +0) :   






大三風 : 120 (門風 ? +10 : +0) :   

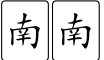
小四喜 : 320 :    

大四喜 : 400 :    


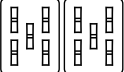


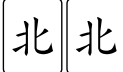

小三元 : 60 :   




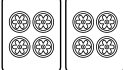

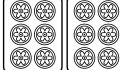

大三元 : 160 :   


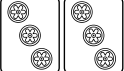
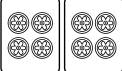

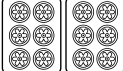

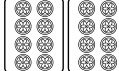
字一色 : 320 :     

大七星 - 七福星 : 480 :        (pairs of each honors)

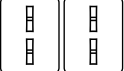
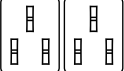
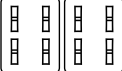
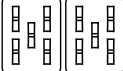
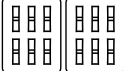

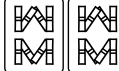
9. Seven Pairs

七對子 : 35 :      

連七對 : 320 :       

大車輪 : 400 :       

(pairs of 2-8 coins)





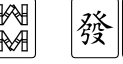
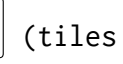
大竹林 : 400 :       





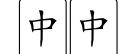
(pairs of 2-8 bamboos)

大數鄰 : 400 :       















(pairs of 2-8 chars)

10. Color Hands

綠一色 : 400 :       (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

偏花 : 2 :  /  /  /  /  /  (other flower/season)

正花 : 4 :  /  (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)