

Taiwanese mahjong tai table

Defaults follow most Taiwanese tables and the big apps (正花正字). Variants sit under each line. Conditions, sources and the calculator: mahjongorchid.com/en/tai/

Each payer: base + tai × unit

Self-draw: all three · Discard: the discarder

Dealer + 1 · streak +2N (dealer ↔ payer only)

BASICS		HOW YOU WON		BIG AND SPECIAL HANDS	
莊家 zhuāngjiā	1台	邊張·中洞·單吊·獨聽 dúting	1台	小三元 xiǎo sānyuán	4台
Every payment between the dealer and another player carries 1 extra tai. Payments between two...		The hand waited on one tile kind only: edge, closed, pair or another single wait. Variants: ZSY (宅神爺) 2		Two dragon pungs and a dragon pair: 4 tai, in place of 三元台. Variants: ZSY (宅神爺) 6 · Willoughby (1998) 7	
連N拉 lián N lā N	2N台	搶槓 qiǎnggàng	1台	大三元 dà sānyuán	8台
N is the number of hands in a row this dealer has kept the deal, by the dealer winning or a drawn... Variants: MJOnline (戲谷) 2N (or N) · Mahjong Masters N, plus N with 拉 · Willoughby (1998) +2 per repeat win		You win on the tile another player adds to an exposed pung: 1 tai. It counts as their discard, so they pay... Variants: ZSY (宅神爺) 2		Pungs of all three dragons: 8 tai, in place of 三元台. Variants: ZSY (宅神爺) 12 · Willoughby (1998) 14	
門清 ménqīng	1台	槓上開花 gàngshàng kāihuā	1台	小四喜 xiǎo sìxǐ	8台
No chow, pung, exposed or added kong; a concealed kong is fine. On a discard win it scores 1; on a self-... Variants: ZSY (宅神爺) 2		You self-draw on the replacement tile after a kong or a flower: 1 tai, plus 自摸. Variants: ZSY (宅神爺) 2		Three wind pungs and a wind pair: 8 tai. 圈風 and 門風 still add. Variants: ZSY (宅神爺) 12 · Willoughby (1998) 7	
自摸 zímō	1台	海底撈月 hǎidǐ lāo yuè	1台	大四喜 dà sìxǐ	16台
You drew the winning tile yourself, from the wall or a replacement: 1 tai. A concealed hand usually score... Variants: ZSY (宅神爺) 2		You self-draw the last drawable tile: 1 tai, plus 自摸. Variants: ZSY (宅神爺) 2		Pungs of all four winds: 16 tai, in place of 圈風 and 門風. Variants: ZSY (宅神爺) 24 · Willoughby (1998) 14 · Mahjong Masters 16, wind lines still add	
門清自摸 ménqīng zímō	3台	河底撈魚 hédǐ lāo yú	1台	宣告聽牌 xuāngào tīngpái	1台
A concealed hand that self-draws scores 3 on one line: 門清 1, 自摸 1 and 不求 1. Players call it 「門... Variants: ZSY (宅神爺) 5		You win on the discard made after the last drawable tile: 1 tai. Variants: ZSY (宅神爺) 2		You declare your ready hand: 1 tai. After that you may only discard the tile you draw. Variants: ZSY (宅神爺) 2	
不求 bùqiú	1台	全求人 quánqiúrén	2台	地聽 dìtīng	4台
When a concealed hand that declared 天聽 or 地聽 self-draws, 門清 is already part of the ready bonus,...		All five sets claimed, one tile left in hand, won on a discard: 2 tai. No 單吊 on top. Variants: ZSY (宅神爺) 3 · Mahjong Masters 3 (with 單吊)		Declared after your first draw: a non-dealer keeps the drawn tile and declares with that first discard; the... Variants: zh Wikibooks 8	
WINDS AND DRAGONS		半求人 bànrén	1台	天聽 tiāntīng	8台
圈風 quānfēng	1台	As 全求人, but self-drawn: 1 tai, plus 自摸. Variants: zh Wikibooks 1 (only some tables)		Your dealt tiles are already ready and you declare with your first discard (a non-dealer throws the tile... Variants: zh Wikibooks 16	
A pung or kong of the round wind: 1 tai. In the East round an East pung scores for anyone. Variants: ZSY (宅神爺) listed, no value		HAND SHAPES		人胡 rénhú	
門風 ménfēng	1台	平胡 píng hú	2台	A non-dealer wins on a discard before their own first draw, and nobody has called: 8 tai. Variants: zh Wikibooks 16 (the book calls it 地胡: a win on the dealer's first discard) · ZSY (宅神爺) 16 · Mahjong Masters 16	
A pung or kong of your own seat wind: 1 tai. The dice decide seat winds: the player whose wall is opened... Variants: ZSY (宅神爺) listed, no value		Five chows and a pair of suited tiles, no honours, no flowers, won on a discard with a two-sided wait: 2 t... Variants: ZSY (宅神爺) 3, and the hand must not be concealed		地胡 dìhú	
三元台 sānyuántái	1台	三暗刻 sān ànkè	2台	A non-dealer self-draws on their very first draw, and nobody has called: 16 tai. Variants: ZSY (宅神爺) 24 · Willoughby (1998) 14 · zh Wikibooks same name, a different hand (see 人胡)	
A pung or kong of 中, 發 or 白, 1 per set. Variants: ZSY (宅神爺) 2		四暗刻 sì ànkè		5台	天胡 tiānhú
FLOWERS		Four concealed pungs: 5 tai, in place of 三暗刻. Variants: ZSY (宅神爺) 7 · Willoughby (1998) 7		The dealer wins on the opening 17 tiles, after flower replacement and before any discard: 24 tai. Variants: zh Wikibooks 32 · ZSY (宅神爺) 36 · Mahjong Masters 16 · Willoughby (1998) 14	
正花 zhènghuā	1台	五暗刻 wǔ ànkè	8台	八仙過海 bāxiān guòhǎi	
A flower whose number matches your seat, 1 per tile: East 1, South 2, West 3, North 4. Variants: ZSY (宅神爺) listed, no value		Five concealed pungs: 8 tai, in place of 四暗刻. Variants: ZSY (宅神爺) 12 · Willoughby (1998) 14		All eight flowers: an instant win worth 8, paid by all three. Variants: ZSY (宅神爺) 16 · Willoughby (1998) 14 · CML (tournament) no instant win, +8 only	
花槓 huāgàng	2台	碰碰胡 pèngpèng hú	4台	七搶一 qī qiǎng yī	
All four plants (梅蘭菊竹) or all four seasons (春夏秋冬): 2 tai, in place of that series' own flower. The oth... Variants: MJOnline (戲谷) 1 · zh Wikibooks 2, plus 正花		Five pungs or kongs and a pair, no chows: 4 tai. Also called 對對胡. Variants: ZSY (宅神爺) 6 · Willoughby (1998) 7		You hold seven flowers and take the eighth from another player: an instant win worth 8, paid by that... Variants: ZSY (宅神爺) 16 · Mahjong Masters not played · Willoughby (1998) 14 · CML (tournament) not played	
混一色 hùnyīsè		4台	清一色 qīngyīsè	8台	配牌花胡 pèipái huāhú
One suit plus honours: 4 tai. Also called 湊一色. Variants: ZSY (宅神爺) 6 · Willoughby (1998) 7		One suit, no honours: 8 tai. Variants: ZSY (宅神爺) 12 · Willoughby (1998) 14		The deal itself gives you 八仙過海 or 七搶一: 12 tai.	
字一色 zìyīsè		8台	見花見字 TABLES		
Honours only: 8 tai, without 碰碰胡 on top. Variants: zh Wikibooks 8 to 24+ (discussed) · IGS (明星3缺1) as 清一色 · ZSY (宅神爺) 16 · Mahjong Masters 16, 碰碰胡 etc. on top		No 圈風, 門風 or 正花; instead: 見花見台 1 · 見風見台 1 · 無字無花 2 · 明槓 1 · 暗槓 2			

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what

