

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

莊家 zhuāngjiā **1台**
Every payment between the dealer and another player carries 1 extra tai. Payments between two non-dealers...

連N拉N lián N lā N **2N台**
N is the number of hands in a row this dealer has kept the deal, by a win or a drawn hand. 連2拉2 is 4 tai, 5... Variants: MJOnline (戲谷) 2N (or N) · Mahjong Masters 連+拉 · Willoughby (1998) +2 per repeat win

門清 ménqīng **1台**
No chow, pung, exposed or added kong; a concealed kong is fine. On a discard win it scores 1; on a self-draw it... Variants: ZSY (宅神爺) 2

自摸 zímō **1台**
You drew the winning tile yourself, from the wall or a replacement: 1 tai. A concealed hand scores 門清自摸... Variants: ZSY (宅神爺) 2

門清自摸 ménqīng zímō **3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 「門清一摸三」. Variants: ZSY (宅神爺) 5

不求 bùqiú **1台**
When a 天聽 or 地聽 hand self-draws, 門清 is already part of the ready bonus, and 不求 still scores 1.

WINDS AND DRAGONS

圈風 quānfēng **1台**
A pung or kong of the round wind, 1 per set. In the East round an East pung scores for anyone. Variants: ZSY (宅神爺) listed, no value

門風 ménfēng **1台**
A pung or kong of your own seat wind, 1 per set. Seat winds count from the player whose wall was opened (東... Variants: ZSY (宅神爺) listed, no value

三元牌 sānyuánpái **1台**
A pung or kong of 中, 發 or 白, 1 per set. Variants: ZSY (宅神爺) 2

FLOWERS

正花 zhènghuā **1台**
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

花橫 huāgāng **2台**
All four plants (梅蘭菊竹) or all four seasons (春夏秋冬): 2 tai, in place of that series' own flower. Variants: MJOnline (戲谷) 1 · zh Wikibooks 2, plus 正花

HOW YOU WON

邊張·中洞·單吊·獨聽 dúting **1台**
The hand waited on one tile kind only: edge, closed, pair or another single wait. Variants: ZSY (宅神爺) 2

搶槓 qiǎnggàng **1台**
You win on the tile another player adds to an exposed pung: 1 tai. It counts as their discard, so they pay alone... Variants: ZSY (宅神爺) 2

槓上開花 gàngshàng kāihuā **1台**
You self-draw on the replacement tile after a kong or a flower: 1 tai, plus 自摸. Variants: ZSY (宅神爺) 2

海底撈月 hǎidǐ lāo yuè **1台**
You self-draw the last drawable tile: 1 tai, plus 自摸. Variants: ZSY (宅神爺) 2

河底撈魚 hédǐ lāo yú **1台**
You win on the discard made after the last drawable tile: 1 tai. Variants: ZSY (宅神爺) 2

全求人 quánqiú rén **2台**
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)

半求人 bànrú rén **1台**
As 全求人, but self-drawn: 1 tai, plus 自摸. Variants: zh Wikibooks one variant, +1

HAND SHAPES

平胡 píng hú **2台**
Five chows and a pair of suited tiles, no honours, no flowers, won on a discard with a two-sided wait: 2 tai. 門... Variants: ZSY (宅神爺) 3, not concealed

三暗刻 sān ànkè **2台**
Three pungs you drew yourself, concealed kongs included: 2 tai. A pung finished by another player's disca... Variants: ZSY (宅神爺) 3

四暗刻 sì ànkè **5台**
Four concealed pungs: 5 tai, in place of 三暗刻. Variants: ZSY (宅神爺) 7 · Willoughby (1998) 7

五暗刻 wǔ ànkè **8台**
Five concealed pungs: 8 tai, in place of 四暗刻. Variants: ZSY (宅神爺) 12 · Willoughby (1998) 14

碰碰胡 pèngpèng hú **4台**
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

混一色 hùnyī sè **4台**
One suit plus honours: 4 tai. Also called 湊一色. Variants: ZSY (宅神爺) 6 · Willoughby (1998) 7

清一色 qīngyī sè **8台**
One suit, no honours: 8 tai. Variants: ZSY (宅神爺) 12 · Willoughby (1998) 14

字一色 zìyī sè **8台**
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

BIG AND SPECIAL HANDS

小三元 xiǎo sānyuán **4台**
Two dragon pungs and a dragon pair: 4 tai, in place of 三元牌. Variants: ZSY (宅神爺) 6 · Willoughby (1998) 7

大三元 dà sānyuán **8台**
Pungs of all three dragons: 8 tai, in place of 三元牌. Variants: ZSY (宅神爺) 12 · Willoughby (1998) 14

小四喜 xiǎo sìxǐ **8台**
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

大四喜 dà sìxǐ **16台**
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

宣告聽牌 xuāngào tīngpái **1台**
You declare your ready hand: 1 tai. After that you may only discard the tile you draw. Variants: ZSY (宅神爺) 2

地聽 dìtīng **4台**
You keep your first draw and declare ready with your first discard, before anyone has called: 4 tai. It replaces 宣告... Variants: zh Wikibooks 8

天聽 tiāntīng **8台**
Your dealt tiles are already ready and you declare with your first discard: 8 tai. It replaces 宣告聽牌 and 門清. Variants: zh Wikibooks 16

人胡 rén hú **8台**
A non-dealer wins on a discard before their own first draw, and nobody has called: 8 tai. Variants: ZSY (宅神爺) 16 · Mahjong Masters 16

地胡 dì hú **16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 16 (on the dealer's first discard)

天胡 tiān hú **24台**
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

八仙過海 bāxiān guòhǎi **8台**
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

七搶一 qī qiǎng yī **8台**
You hold seven flowers and take the eighth from another player: an instant win worth 8, paid by that player alone. Variants: ZSY (宅神爺) 16 · Mahjong Masters not played · Willoughby (1998) 14 · CML (tournament) not played

配牌花胡 pèipái huā hú **12台**
The deal itself gives you 八仙過海 or 七搶一: 12 tai.

見花見字 TABLES

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

