



2026 / VOLUME ONE

TAIWANESE MAHJONG

Scoring Companion



Marigold Edition

An Ode to the Flower Tile

www.planetmahjong.com

Basics, intent and rationale

SCHOOLS OF THOUGHT

Taiwanese Mahjong has several respected schools of thought. Some require a score minimum for a valid win; others score a complete legal hand without one. Here the round minimum rises: East 20, South 22, West 24, North 26. An ordinary self-pick adds 1. A complete shape can still fall below the required score; the reasoning appears beside the relevant rule.

A WORKING STANDARD

We are developing the fuller Taiwanese Mahjong Hybrid book with teachers and long-time players across India and beyond. This companion records the scoring rules we use today. It is a beginning, not a final declaration; we will revise it as the conversation grows. For updates, visit planetmahjong.com.

READ A SCORE IN ORDER

Confirm five sets and a pair, or a named shape. A declared gong adds one physical tile but still counts as one set. Add eligible rows, win method and base 5 unless exempt; check the round minimum. Keep ledger separate. On discard, the discarder transfers full hand score to each of up to three winners. Score the winner at the discarder's immediate right first, then anticlockwise. On self-draw, each opponent transfers full score.

EAST 20 • SOUTH 22 • WEST 24 • NORTH 26

NO BETTING OR WAGERING

Planet Mahjong is a game of skill and a social pastime. Points in this companion and in the app record scores only. They have no real-world value; they cannot be bought, sold, exchanged or redeemed, and they are never prizes. Planet Mahjong does not offer, organise, permit or facilitate betting, wagering or gambling of any kind, online or at a table. Nothing in this companion may be used for those activities.

This companion will evolve through thoughtful feedback and further study.

Acknowledgements



WITH RESPECT

We acknowledge the **Ladies' Recreation Club Mahjong Committee**, Hong Kong, for its work in sharing and teaching Taiwanese Mahjong. Its published score sheet is one of the perspectives we studied while developing this rational approach.

We also recognise **Lavina Manghnani**, an early promoter of Taiwanese Mahjong in India. She is also one third of the *OG Taiwanese trio*.

We honour **Rekha Krishan** and **Nita Kapadia**, two of the most widely recognised and loved stalwarts of Mahjong in India. We fondly remember the late **Gita Patel**, creator of *Gita's Mahjong*.

We also thank the teachers, institutions and players across India and beyond who teach, play, question and refine the game.

WITH LOVE TO THE INSTITUTIONS

We thank **The Poona Club Ltd.** in Pune, whose dedicated Mahjong Room, tournaments and interclub play bring people together. With equal affection, we thank **Sir Ratan Tata Institute (RTI)** in Mumbai, where players gather to learn and play. These welcoming spaces help Mahjong grow as a shared, living game.

IN PRINT AND IN PLAY

Each adopted rule will also be reflected in **Marshal, Planet Mahjong's** scoring engine; **Miss Flower**, the guide; **Classroom**, the online teaching infrastructure; and the physical device. The same rules across print, online play and the table let rankings compare hands fairly. This is a continuing, global conversation: share your thoughts at hello@planetmahjong.com.

FLOWERS & SEASONS

Flowers

No flowers

1

You hold no flower or season tiles.

FLOWER / SEASON TRAY: EMPTY

Flower or season

1 each

Every flower or season tile scores 1.



Seat flower

+1

A tile numbered for your seat adds 1 more (East 1, South 2, West 3, North 4). The round wind adds no flower bonus.



No flowers and no honours

5

No flower or season tiles, winds or dragons. This 5 replaces No Flowers 1 and No Honours 1.

NO FLOWERS OR SEASONS | NO WINDS | NO DRAGONS

HOW TO READ THE TILE EXAMPLES

SET PATTERN	COMPLETE HAND	TABLE PROCESS
Only the relevant group	All 17 playable tiles	Turn, state or ledger
Gold marks the winning tile in a full-hand example.		

FLOWERS & SEASONS / CONTINUED

Flower settlements

Mixed bouquet

5

Tiles numbered 1, 2, 3 and 4, mixed between flowers and seasons. Gain 5 ledger points from each opponent immediately, apart from the winning hand.



Full bouquet

10

All four flowers, or all four seasons, numbered 1 to 4. Gain 10 ledger points from each opponent immediately, apart from the winning hand. A mixed bouquet and a full bouquet can both score when each qualifies.



Seven flowers

20

After drawing the seventh flower's replacement, end the deal with exactly 17 playable tiles. Gain 20 ledger points from each opponent. No hand-score rows or base; the round minimum does not apply.



Eight flowers

40

If the seventh flower's replacement is the eighth flower, draw another replacement before declaring. With 17 playable tiles, gain 40 ledger points from each opponent. No hand-score rows or base; no round minimum.



BEFORE EAST'S FIRST DISCARD / CHENG ("PLEASE")

East, South, West, North replace each dealt flower from the Flower Wall before sorting. Say Cheng to pass, even with no flowers.

If a replacement is another flower, set it aside. Replace it on your next pass, after the others have had their turn.

East discards unless a seven- or eight-flower settlement ends the deal. If East collects, East keeps the deal and streak. During play, replace each new flower immediately.

HONOURS

Winds

Wind pong

1

A pong of any wind.



Seat wind pong

+1

The pong is your own seat's wind.



Round wind pong

+1

The pong is the current round's wind.



Little three winds

15

Two wind pongs and a pair of a third wind. It includes wind pong points; seat and round points still add.



Big three winds

30

Three wind pongs. It includes wind pong points; seat and round points still add.



Little four winds

50

Three wind pongs and a pair of the fourth wind. It includes wind pong points; seat and round points still add.



Big four winds

60

Four wind pongs. It includes wind pong points; seat and round points still add.



HONOURS

Dragons

Dragon pong

2

A pong of any dragon.



Little dragons

20

Two dragon pongs and a pair of the third dragon. It includes the dragon pong points.



Big dragons

40

Pongs of all three dragons. It includes the dragon pong points.



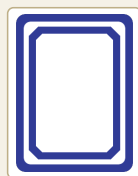
THE THREE DRAGON TILES



Red



Green



White

GONGS

Gongs

Hand points and separate ledger adjustments stay together.

Open gong**1 each**

When you count concealed pongs, each open gong counts as one, even though its tiles are exposed.

**Concealed gong****2 each**

Four identical tiles held concealed and declared as a gong on your own turn, whether drawn or dealt.

**Concealed gong declaration****5 from each**

Declare only on your turn, never from a discard. Draw, declare, replace from the flower wall, then discard. Gain 5 ledger points from each opponent immediately, apart from the gong's 2 hand points. An opening-hand gong can be declared after all flowers are replaced, on your turn.

**Unshown concealed gong****lose 10 each**

Show every concealed gong at the end. If you do not, lose 10 ledger points to each other player after the dealer's first discard of the next hand.

**KEEP IN MIND**

Only exposed pong? Its self-drawn fourth tile restores hand concealment, but this upgraded gong earns no concealed-gong 2.

SET PATTERNS

Sequences & pongs

Mixed dragon

5 or 10

123, 456 and 789 across all three numbered suits: 5 if exposed or partly concealed, 10 if concealed. Only when the winning tile completes this dragon sequence does its draw or discard source decide concealment.



Pure dragon

10 or 20

123, 456 and 789 in one suit: 10 if exposed or partly concealed, 20 if concealed. Score the higher dragon only; never split Pure Dragon into Mixed Dragon. Only a winning tile that completes the dragon sequence changes its concealment status.



Neighbour pongs

5 / 15 / 30 / 60

Two, three, four or five pongs in a row in one suit. Count the longest chain once.



Brother sheungs

5 / 15 / 30

Two, three or four identical sheungs in one suit.



Sister sheungs

3 or 10

The same sheung in two or three different suits. Each different sister group scores.



Sister pongs

3 or 10

A pong of the same number in two or three different suits. Concealed pongs still add.



SET PATTERNS / CONTINUED

Terminals

Concealed pongs

5 / 10 / 15 / 80

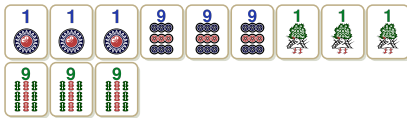
Two, three, four or five concealed pongs. Count the highest row once; an open gong counts as one. The 80 includes All Pong 25.



Terminal pong sets

3 or 15

111 and 999 in one suit score 3; the same sets in each of two suits score 15 instead.



Terminal sheung set

3

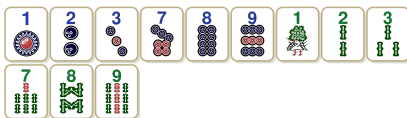
123 and 789 in one suit.



Two terminal sheung sets in two suits

15

123 and 789 in each of two suits. It replaces the 3.



Two terminal sheung sets in one suit

20

Two 123s and two 789s, all in one suit. It replaces the 3.



SET PATTERNS / CONTINUED

Step-Up & overlaps

Mixed Step-Up**5**

Three sheungs start one number apart, using all three suits. A fourth step adds nothing. Exactly two suits do not qualify. All Step-Up replaces this smaller row.

**Pure Step-Up****10**

Three sheungs start one number apart, all in one numbered suit. A fourth step adds nothing; All Step-Up replaces this smaller row.

**Four in two ways****5**

The same tile used four times across two groups, such as 123 and 222.

**Four in three ways****10**

The same tile used four times across three groups, such as 123, 234 and 22.

**Four in four ways****20**

The same tile is used four times across four groups. Shown: 456, 567, 678 and 678 in Characters; Character 6 appears in every sheung.



WHOLE-HAND PATTERNS

Concealment

These rows describe the hand as a whole; count only the rows it actually meets.

Concealed hand, won on a discard

5

No sets exposed except flowers and exposed gongs. You win on a discard.



Sample concealed tiles

Concealed hand, self-drawn

10

No sets exposed except flowers and exposed gongs. It replaces the ordinary self-pick 1.

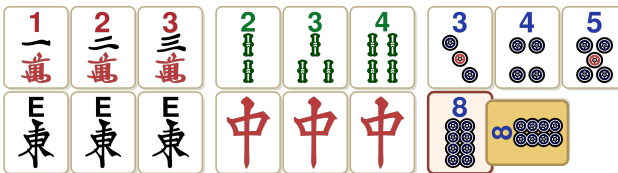


Sample concealed tiles

Fully exposed hand, won on a discard

15

Only one tile is concealed. You win on the discard that makes your pair.



3 EXPOSED SETS

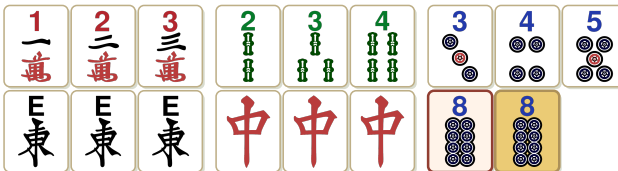
2 EXPOSED SETS

☐ HELD ☐ WIN

Fully exposed hand, self-drawn

10

Only one tile is concealed. You self-draw the tile that makes your pair. This 10 replaces the ordinary self-pick 1; do not add both.



3 EXPOSED SETS

2 EXPOSED SETS

☐ HELD ☐ WIN

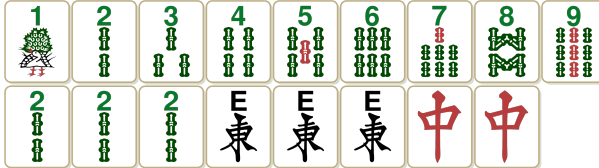
WHOLE-HAND PATTERNS / CONTINUED

Suits & shape

Semi-pure hand

30

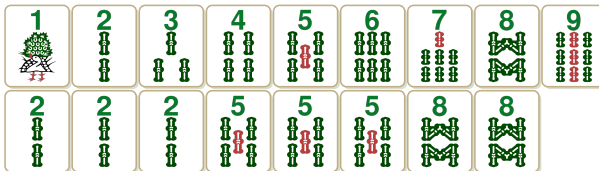
One suit, with winds and/or dragons.



Pure suit

90

One suit only. No winds and no dragons.



No honours

1

No wind or dragon tiles. Do not add this 1 if a higher-scoring row includes No Honours.

NO WIND TILES | NO DRAGON TILES

Two-suit hand

5

Exactly two numbered suits, with no winds and no dragons.



WHOLE-HAND PATTERNS / CONTINUED

Whole-hand shapes

All five suits

10

Winds, dragons, bamboo, circles and characters all appear.



All pong

25

Five pongs and a pair. All Pong itself awards 25.



WAIT POINTS

All Pong's 25 points include the common two-pair wait, so Calling by Pairs does not add 2. True Single Wait +2 may add only when the winning tile completes the pair and no other tile type can complete the hand. Other compatible scoring rows still add.

All sheung

5

Five sheungs and a pair, with flowers, or at least one honour, or both.



All sheung with no flowers and no honours

15

Five sheungs and a pair. It replaces All Sheung 5 and includes the 5 for no flowers and no honours. Score it once.



WHOLE-HAND PATTERNS / CONTINUED

Terminals & honours

No terminals

5

No 1s, no 9s and no honours.

NO 1s | NO 9s | NO HONOURS

Honours hand

90

Only winds and dragons. The 90 includes All Pong; concealed pongs and wind and dragon families still add.



Terminals with honours

20

Every set is a terminal pong, terminal sheung or honour set. At least one terminal set and one honour set are required. Pair: 1, 9 or honour. The 123 and 789 sheungs may be in different suits.



Terminals only

40

Terminal pongs and sheungs only, with no honours. Pair: 1s or 9s. The 123 and 789 sheungs may be in different suits.



EYES & WAITS

Eyes & paired waits

Check all 16 held tiles and every possible completing tile. There are no separate edge- or closed-wait awards.

Good eyes

2

A pair of 2s, 5s or 8s, in any suit.

TILE EXAMPLE



Calling by pairs

2

Only on a Sheung-Pong mix. With four completed sets and two different pairs, either matching tile makes the final pong and leaves the other pair as eyes. Check the full 16-tile waiting hand. Do not add this 2 to All Pong.

Three fixed sheungs



Fourth sheung | two waiting pairs



Draw 5 Circle: 555 pong + 88 pair · Draw 8 Circle: 55 pair + 888 pong

EYES & WAITS / CONTINUED

*Single-tile waits***True single wait**

2

Only one tile type can complete your hand; no other tile works. Not on Nico Nico or the Orphans.

Three fixed sheungs**Two fixed sheungs | one waiting tile**

Only Red Dragon can make the pair

False single wait

2

You need one more tile. Two or more tile types can complete the hand by arranging the pair and sets differently. Not on Nico Nico or the Orphans. An ordinary 2 3 wait for 1 or 4 scores nothing.

Three fixed sheungs**Fourth sheung | Bamboo 3456 waiting block**

Draw 3 Bamboo: 33 pair + 456 sheung · Draw 6 Bamboo: 345 sheung + 66 pair

DRAW, GONG & CLOSING

*Winning methods***Self-draw from the wall****1**

An ordinary discard win adds 0 and an ordinary wall self-pick adds 1. A qualifying concealed or fully exposed self-draw 10 replaces this 1; do not add both.

Concealed self-draw**10**

No sets exposed except flowers and exposed gongs. Same 10 as p12: count once instead of self-pick 1. Not on Nico Nico or the Orphans.

Robbing a gong**10**

When another player adds a drawn tile to an exposed pong to make a gong, you may claim that tile immediately to declare Mahjong. Reveal your winning hand at once. Add 10 to your hand score; the gong declarer loses 10 ledger points to you.

Closing**5**

Closing is allowed only in West and North; its +5 helps meet the higher round minimum (see Why these choices). On your turn, draw from the wall or make a legal discard claim, then discard and turn all concealed tiles face down. You cannot undo it. A drawn tile that would make a gong must be discarded. Flower points still count. Declare Mahjong before revealing. You may then win on a legal discard or by self-draw; passing an earlier discard changes neither option.

Peeking after Closing**dead hand**

Looking after Closing makes the hand dead at a table. See Why these choices.

WHEN THE WIN HAPPENS

*Flower wall & early wins***Self-draw from the flower wall****5**

Your winning tile comes from the flower wall.

EARLY-WIN LADDER • TAKE ONLY THE HIGHEST

Heavenly and Earthly do not also score Human or seven- and ten-tile awards.

Human hand**80**

You win with four or fewer discarded and declared tiles on the table. Take only the highest early-win row.

Win within seven tiles**20**

Seven or fewer discarded and declared tiles on the table. Take only the highest early-win row.

Win within ten tiles**10**

Ten or fewer discarded and declared tiles on the table. Take only the highest early-win row.

Seabed**10**

You self-draw the very last tile of the wall. It can never be a discard.

Earthly hand**90**

You win on the dealer's first discard. Only South, West or North can win it.

Heavenly hand**100**

As dealer, you are dealt a complete 17-tile winning hand before discarding a single tile.

Self-drawing on a gong**30**

Make a gong, draw from the flower wall to make a second gong, draw again, and self-draw the win.

HAND SCORE & ELIGIBILITY

*Dealer, base & minimum***Dealer wins****1**

When the dealer wins. An active streak replaces this 1. On a Chicken, add the dealer point or streak after the round minimum.

Win on dealer discard**1**

When East discards the winning tile. An active streak replaces this 1. On a Chicken, add the dealer point or streak after the round minimum.

Dealer streak**3, 5, 7, 9...**

The die shows the dealer's run: 2 wins in a row add 3, 3 wins add 5, then 7, 9 and so on. It replaces the dealer's 1 and has no limit. If the dealer gives the winning tile, the streak counts in the winner's score. If the dealer forgets the die before the first discard, a dealer win earns no streak bonus; a winner on the dealer's discard still scores it, and the streak carries on.

Mahjong base**5**

Add base 5 last to a scored winning hand. Chicken and the separate seven- or eight-flower settlements take no base.

Round minimum**20 / 22 / 24 / 26**

East 20, South 22, West 24, North 26, counting base and any eligible streak. Scored hands, including Chicken, must meet the minimum; seven- and eight-flower ledger wins are exempt. Chicken's dealer point or streak adds afterward. Passing any discard, even a legal one, never blocks a later legal discard win. See Why these choices.

EAST**20****SOUTH****22****WEST****24****NORTH****26**

LEDGER POINTS

Table adjustments

These rows change the separate ledger; they do not raise a hand to the round minimum.

Four honours in a row **5**

All four copies of a wind or dragon are discarded one after another in the same round of turns. The first discarder loses 5 ledger points to each other player.

TILE EXAMPLE**Four suit tiles in a row** **10**

All four copies of a suit tile are discarded one after another in the same round of turns. The first discarder loses 10 ledger points to each other player.

TILE EXAMPLE**The fourth West** **5**

Never discard the fourth West in a row. Show it, keep it, and discard another tile. The first West discarder loses 5 ledger points to each opponent; discard West next round.

Dice triple **5 or 10**

Dealer's wall-breaking roll: triple 1s-5s give 5 ledger points from each; triple 6s give 10 from each.

**1-5 / +5 EACH****6 / +10 EACH****Drawn hand carryover** **-5 each**

No win: deal passes; each player records -5 ledger points. Next self-draw winner takes the carryover before the next dice roll, or it waits.

Robbing a gong **+10 / -10**

Apart from the hand score, the gong declarer loses 10 ledger points and the robber gains 10 ledger points.

CLAIMS & DECLARATIONS

*Claiming a tile***False Mahjong****lose 25 each**

If you notice a short or long hand during play, keep drawing and discarding. You cannot win, claim tiles, expose sets or collect flower or gong points. Ledger adjustments against you still apply. If you declare an incomplete, invalid or below-minimum Mahjong, or insert the winning tile before declaring, lose 25 ledger points to each opponent. Void and redeal; East keeps seat and die. On a valid win, leave the winning tile face-up and sideways outside your row.

Claim window

Mahjong claim: Claim a winning discard before the next player puts their wall draw into their row. Drawing or looking alone does not close the claim; if called before the tile is placed in the row, that draw returns to the wall. Once it is placed in the row, the earlier discard can no longer be claimed.

Set claims: sheung, pong, gong. Sheung, pong and gong use the same cutoff. Passing or missing a set claim bars that tile for a set until after your next draw.

Priority

Before a set is exposed: Mahjong first, then pong/gong, then sheung.

Swap Calling

Claim turn: Claim 4 Bamboo with 5-6-7 to expose 4-5-6; keep the displaced 7. You cannot discard it on this turn.

Your next turn: You may discard the 7. Planet Mahjong applies Swap Calling automatically. At a table, agree before play whether to use it.

NAMED SPECIAL HANDS

Nico Nico



Nico Nico

40

Seven pairs and one pong. Claim no discards for the first 16 tiles. You may claim or self-draw the winning 17th tile. Do not declare a concealed gong. The 40 includes concealment: no concealed-hand or single-wait bonus adds. One hidden four (two pairs) adds 10; two add 25 total, not 10 plus 25.

17-tile hand / Pairs 1 to 4



Pairs 5-7 + one pong



Seven pairs + one pong = 17 tiles

Nico Nico hidden fours

+10/+25

Two identical pairs are a hidden four, never a declared gong: one adds 10; two add 25 total. Compatible flower, self-pick, suit, wind and dragon rows add, then base 5. Good Eyes 2 needs a winning 2, 5 or 8; eligible Closing adds 5.

One hidden four -> +10



Second hidden four -> +25 total



Nico Nico and both Orphans include concealment in their named award: no ordinary concealed-hand or single-wait bonus adds. A self-draw may add ordinary self-pick 1; eligible Closing adds 5 in West or North. Compatible rows and base may add.

NAMED SPECIAL HANDS

The Orphans



13 Orphans

90

Concealed 17 tiles: the 1 and 9 of each suit, all seven honours, any legal sheung or pong, and a pair duplicating an orphan. The final tile may be self-drawn or discarded.

Six terminals + first three honours



Four honours + duplicate pair tile + legal set



16 Orphans

50

Concealed 17 tiles: in each suit, three ranks spaced by at least three (for example 1-4-7, 2-5-8 or 3-6-9), all seven honours and a pair duplicating one of the sixteen. These spaced triples are called sheungs here, although not in sequence. The final tile may be self-drawn or discarded. See the pattern bonuses below.

Nine spaced numbered tiles



Seven honours + duplicate



SISTER SHEUNGS OR MIXED STEP-UP

Sister sheungs +3/+10: same triples in two/three suits; shown = +10.

Mixed Step-Up +5: 1-4-7 / 2-5-8 / 3-6-9, one in each suit.

Choose either pattern. Good Eyes +2 may also add if eligible.

NAMED SPECIAL HANDS

The four Jewel hands



Sets may be exposed or concealed; the hand need not be self-drawn or concealed. Each Jewel hand uses one numbered suit and its matching dragon as a pong, gong or pair.

Jade**20**

Only bamboo and green dragons; the green dragon as a pong, gong or pair.

Jade: three Bamboo sheungs



Bamboo sheung + pong | matching Dragon pair

**Ruby****20**

Only characters and red dragons; the red dragon as a pong, gong or pair.

Ruby: three Character sheungs



Character sheung + pong | matching Dragon pair



NAMED SPECIAL HANDS

CONTINUED

The four Jewel hands



Diamond

20

Only circles and white dragons; the white dragon as a pong, gong or pair.

Diamond: three Circle sheungs



Circle sheung + pong | matching Dragon pair



Sapphire

20

Only characters and white dragons; the white dragon as a pong, gong or pair.

Sapphire: three Character sheungs



Character sheung + pong | matching Dragon pair



Semi-pure

+30

A qualifying Jewel hand may add Semi-pure 30 separately when its numbered tiles use one suit with its permitted dragon. Count each compatible row once.

Closing

+5

West or North round only.
Adds to a qualifying Jewel hand when you legally close.

NAMED SPECIAL HANDS

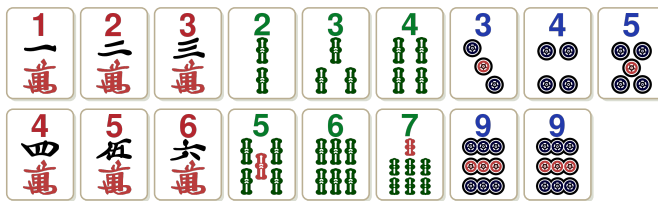
All Step-Up



All Step-Up, mixed

20

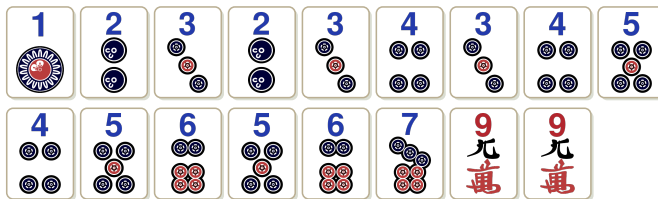
Five sheungs whose starting numbers rise by one, using all three numbered suits. The pair may be any tile.



All Step-Up, same suit

90

Five stepping sheungs in one suit, with any pair. Pure Suit 90 adds only when that pair matches the suit. All Step-Up replaces the smaller three-step row; exactly two-suit ladders earn no All Step-Up.



NAMED SPECIAL HANDS

Chicken hand



Chicken hand

min

Chicken needs exactly one qualifying point before base or dealer bonus. Its only point may be No Flowers 1 or one off-seat flower 1; no other row adds. Self-draw adds 1, so cannot be Chicken. Score the round minimum with no base, then any dealer point or streak. Zero or 2+ points is not Chicken.

4 Characters discarded by West



Circles 222 and 678 | South pair



OFF-SEAT
FLOWER +1

East round · South seat. Bamboo 123 is exposed; Characters 789 concealed. Held Characters 2 and 3 could also win on 1, so no wait bonus. Off-seat Flower 1 only: Chicken 20; no base or dealer bonus.

THE LOGIC

Why these choices



- 1 Passing Water is not used.** A discard may fit the hand but miss the East 20, South 22, West 24 or North 26 minimum. A later discard may qualify.
- 2 Chicken follows the minimum.** A fixed 25 clears East but not North. Use the current round minimum; add dealer points afterward.
- 3 Flower wins settle separately.** Seven/eight flowers take 20/40 ledger points from each opponent after replacements. No hand score, base, hand rows or round minimum applies. Earlier ledger entries remain.
- 4 Three named mixed patterns.** Mixed Dragon, Mixed Step-Up and Mixed All Step-Up each require all three numbered suits. Two suits do not qualify.
- 5 Closing starts in West and North.** Its +5 helps reach West's 24 and North's 26 minima; it would make East and South too easy.
- 6 Peeking is not used.** Closing promises unseen tiles. Looking after Closing breaks that promise and makes the hand dead; the app prevents peeking.
- 7 All Pong limits wait points.** Its 25 plus base 5 clears every minimum; the 25 covers the two-pair wait. Calling by Pairs adds 0; a genuine pair-finishing True Single Wait may add 2.
- 8 Mahjong claims have a visible cutoff.** Once the next player racks their wall draw, the earlier discard is settled. We use the same visible cutoff online and at a table. Robbing a Gong is declared immediately on the added tile.

Disagree or have feedback? Email hello@planetmahjong.com.

QUICK SCORE / 01

Quick score



Build a legal winning hand

ROUND MINIMUM

Includes base and any streak bonus

EAST	SOUTH	WEST	NORTH
20	22	24	26

COUNT THE HAND

Patterns + winning method + dealer bonus; add base 5 last. Dealer wins or discards the winning tile: +1; a streak of 3, 5, 7... replaces it.

FLOWERS & HONOURS

Flower or season	1 each
Seat flower	+1
No flowers	1
No honours	1
No flowers, no honours*	5

*Replaces the two separate 1s.

WINNING METHOD

Discard	0
Wall self-draw	1
Flower-wall self-draw	5
Concealed self-draw	10
Concealed discard	5
Fully exposed	10 / 15

10 = self-draw; 15 = discard. Both self-draw 10s replace self-pick 1.

CHICKEN & FLOWER SETTLEMENTS

Chicken	round min
Exactly 1 before base or dealer; no self-draw. Add dealer after.	
Seven flowers	20 each
Draw a replacement; declare with 17 tiles. No hand score or minimum.	
Eight flowers	40 each
If the replacement is eighth, draw again; declare with 17 tiles. No hand score.	

QUICK SCORE / 02

Spot the scores



Common patterns, named hands & ledger

PATTERNS IN THE HAND

Wind pong	1
Dragon pong	2
Mixed dragon	5 / 10
Pure dragon	10 / 20
Concealed pongs 2/3/4/5	5/10/15/80
All Pong†	25
† True Single +2 only; see p14	
All Sheung*	5 / 15
Semi-pure	30
Pure suit	90
Honours hand	90

Dragon values: exposed or partly concealed / fully concealed.

*Sheung 15 replaces Sheung 5; includes no-flower/no-honour 5.

Concealed pongs 80 and Honours Hand 90 include All Pong 25.

NAMED HANDS

Nico Nico	40
13 Orphans	90
16 Orphans	50
Jade / Ruby	20 each
Diamond / Sapphire	20 each
All Step-Up, mixed	20
All Step-Up, one suit	90

Add compatible rows, then base 5. Closing +5 in West/North.

Nico Nico / Orphans: no concealed or single-wait bonus.

Same-suit All Step-Up adds Pure Suit 90 only if the pair also matches.

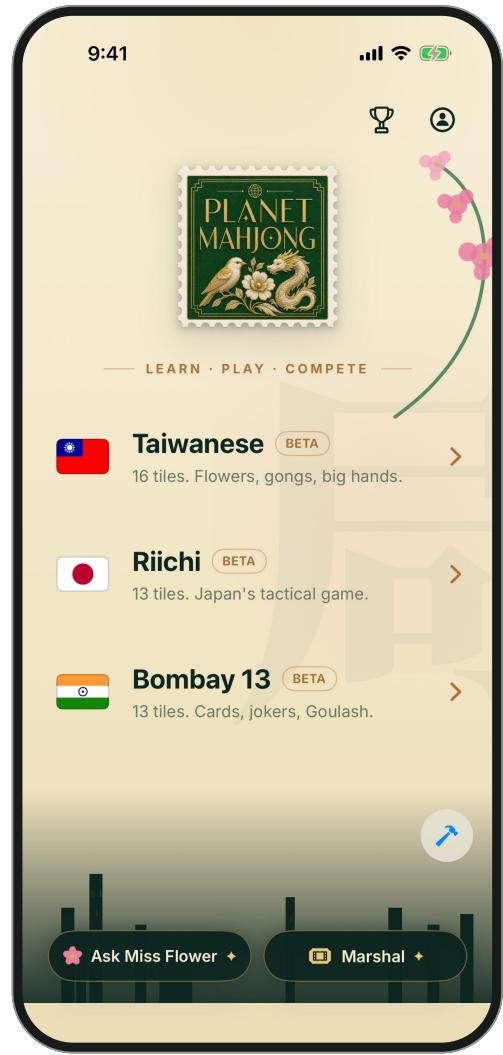
SEPARATE LEDGER			
Record each trigger separately. Ledger points do not raise a hand to the round minimum.			
Mixed / full bouquet	+5/10 each	Robbed gong: robber	+10
Concealed gong	+5 each	Robbed gong: declarer	-10
Triple 1s-5s / 6s	+5/10 each	False Mahjong declarer	-25 each
4 in a row: honour/suit	-5/10 each	Drawn hand carryover	-5 each
Bouquet and gong holders gain; dice dealer gains; first discarder loses. Concealed gong +2 and robbing +10 also score in the hand.			

ON THE APP

Choose your game



Choose Taiwanese Mahjong, Riichi or Bombay 13. Then choose how you want to play.



01 TAIWANESE

16 tiles, flowers, gongs and big hands.

02 RIICHI

Japan's tactical 13-tile game.

03 BOMBAY 13

13 tiles, cards, jokers and Goulash.

PLAY YOUR WAY

PRIVATE TABLE

Play alone or with up to three friends. Bots at different levels fill any empty seats.

OPEN TABLE

Join an open table with players from around the world.

THE LIVE CLASSROOM

Teach your way, anywhere



The freedom of an offline teaching table, brought online with live video and audio.



Teacher and students can see and hear one another as they play.

- 01 ONE TO FOUR**

Teach one to four students. Bots fill any empty seats.
- 02 TEACH YOUR WAY**

The classroom fits your teaching style. Set the pace yourself.
- 03 FULL CONTROL**

Cutting-edge technology gives you full control of the table, just as in person.

AT A REAL TABLE

Real tiles, real table

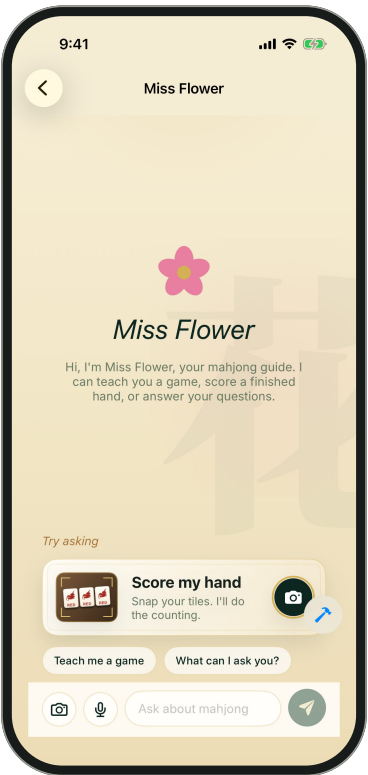


Marshal connects offline tables. Miss Flower is your guide whenever you need help on the platform.



MARSHAL

Connect your offline table, report events and keep a shared running total.



MISS FLOWER

Stuck anywhere on the platform? Chat with her and find your next step.



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