

Four Seas Mahjong Complete Rulebook (Version 3.1)

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General Rules

Four Seas Mahjong is an accessible mahjong ruleset built around the idea of hand-building, combining entertainment with competitive depth.

Its hand-building philosophy uses rule design to encourage players to develop larger, more elegant, and more difficult hands on top of basic winning patterns, rather than only racing to quick small wins.

For both casual and competitive players, Four Seas Mahjong provides two core rule levels, Basic and Standard, plus Beginner Level and Advanced variants for easier learning and transition.

	Intended Use	Yaku Count	Features	
Basic Rules				
	Beginner Level	For new players	7	Basic mahjong rules and operations; no minimum-score requirement
	Basic Level	Casual players	18	Introduces the hand-building system and its main lines, with a higher winning threshold
Standard Rules				
	Intermediate Level	Transition between Basic and Standard	49	Expands all-hand and sequence yaku; minimum score differs for self-draw and discard wins
	Standard Level	Competitive mahjong rules	100	Adds triplet, sequence-triplet, and Seven Pairs yaku, limit yaku, and Concealed Discard

Common Game Rules

1. Four Seas Mahjong is played by four players. When one player wins, the hand ends. There is no dealer repeat.
2. A game unit is either a half game, consisting of two rounds, or a full game, consisting of four rounds. Each player starts each game with 1,000 points, and game scores may become negative.
3. The game uses 136 mahjong tiles: three suits and seven honor tiles. Flower tiles are not used.
4. There is a 14-tile dead wall. Kong replacement tiles are drawn from the end of the dead wall, and the dead wall is not replenished. The hand is drawn when only the dead wall remains in the wall.
5. The furiten-like missed-win restriction applies: after a player is in tenpai, if that player or another player discards a winning tile and the player does not win, the player may not win on the same tile before the next draw.
6. Concealed kongs are revealed immediately.
7. Kongs are allowed after chows or pungs.
8. The minimum winning requirement, meaning the minimum score required to win, differs by rule level.
9. Multiple-player wins are handled differently by rule level. The Beginner Level and Basic Level use win interception, while the Intermediate Level and Standard Level use score interception without blocking the win itself.

Rule Levels

A. Beginner Level

The Beginner Level is intended for players who have never played mahjong before. After learning tile play and winning-hand rules, players can understand the concept of yaku on top of the basic mahjong winning pattern. The Beginner Level defines the 7 most basic, common, and easy-to-complete yaku.

1. Yaku Classification and Point Table

The Beginner Level contains 7 yaku. In the yaku classification and point table below, each row represents a yaku series, and yaku in the same series share the same winning-hand rationale. Series are organized into classes and categories according to that rationale. Yaku examples are listed in the appendix.

Four Seas Mahjong Beginner Level 3.1

Category	Class	5	10	Minimum Points	Beginner	0
Pattern		All Sequences			Default	5
Number		All Simple				
Quad			One Quad	Payoff		
Honor			Value Honor	Self-draw	All three	-2H
One-Suit	Ident Seq		Two Identical Sequences	Discard	Discarder	-2H
	Consec Seq	Half Straight			Non-discarder	-H
Three-Suit		Two Similar Sequences				

Four Seas Mahjong Beginner Level 3.1 Yaku Definitions

Points	Yaku	Definition
5	All Sequences	A winning hand composed of four sequences and a pair
	All Simple	A winning hand with no terminals or honor tiles
	Half Straight	Two sequences formed by six consecutive tiles in one suit
	Two Similar Sequences	Two identical sequences in two different suits
10	One Quad	One Quad
	Value Honor	A triplet of seat wind or dragon tiles
	Two Identical Sequences	Two identical sequences in one suit

2. Scoring and Payment

For each winning hand, the yaku that compose the hand are added according to the principles of highest-score scoring and no reuse within the same category. Highest-score scoring means that when a winning hand can be decomposed in multiple ways, the decomposition with the highest score is used. No reuse within the same category means that each sequence, triplet, and pair in the winning hand may be used only once within yaku series of the same category, but may be reused across different categories.

Beginner Level payments use the discard-win one-two payment system. On a self-draw win, all three opponents pay twice the hand score H , or $2H$. On a discard win, the discarder pays twice the hand score, or $2H$, and the other two players each pay the hand score, H .

3. Minimum Winning Requirements

The standard minimum winning score in the Beginner Level is 5 points; a hand may win if it satisfies any yaku in the yaku table. Beginners may also play with no restriction, allowing any basic mahjong winning hand of four sets and one pair to win. If the hand has no qualifying yaku, a chicken hand is scored as 1 point.

B. Basic Level

The Basic Level is a complete ruleset that is simple and accessible while still having a full rule structure suitable for casual play and friendly competition. Building on the Beginner Level, it introduces five classic main lines of hand-building yaku.

1. Yaku Classification and Point Table

The Basic Level contains 18 yaku: 14 pattern yaku and 4 chance yaku. Yaku examples are listed in the appendix.

Four Seas Mahjong Basic Level 3.1

Category	Class	5	10	20	30	40	60
Suit					Mixed One-Suit		Pure One-Suit
Pattern		All Sequences			All Triplets		Seven Pairs
Number		All Simple			Mixed Outside Hands		
Quad			One Quad				
Honor			Value Honor				
One-Suit	Ident Seq		Two Identical Sequences				
	Consec Seq	Half Straight				Pure Straight	
Three-Suit		Two Similar Sequences			Three Similar Sequences		
Chance	Turn			Final Draw Final Claim			
	Kong			Robbing a Kong Win on Kong			

Minimum Points		4C Payoff	Selfdraw	Discard	Discarder	Non-discarder
Entry	5	Win Point: H	All three	H ≤ 25	-2H	-H
Default	10	Par score: 25	-2H	H > 25	-(4H-50)	-25

Four Seas Mahjong Basic Level 3.1 Yaku Definitions

Points	Yaku	Definition
5	All Sequences	A winning hand composed of four sequences and a pair
	All Simple	A winning hand with no terminals or honor tiles
	Half Straight	Two sequences formed by six consecutive tiles in one suit
	Two Similar Sequences	Two identical sequences in two different suits
10	One Quad	One Quad
	Value Honor	A triplet of seat wind or dragon tiles
	Two Identical Sequences	Two identical sequences in one suit

20	Last Tile Draw	Winning by self-draw on the last tile of the wall
	Last Tile Claim	Winning on the last discarded tile
	Robbing a Kong	Winning by robbing a kong (claiming a tile from a declared kong)
	Win by Kong Replacement	Winning on a replacement tile drawn after declaring a kong
30	Mixed One-Suit	A winning hand composed of tiles from one suit and honor tiles
	All Triplets	A winning hand composed of four triplets and a pair
	Mixed Outside Hand	Each set or pair contains at least one terminal or honor tile
	Three Similar Sequences	Three identical sequences in three different suits
40	Pure Straight	Sequences 123, 456, and 789 in the same suit
60	Pure One-Suit	A winning hand composed entirely of tiles from one suit
	Seven Pairs	A winning hand composed of seven pairs

2. Scoring and Payment

Scoring for each winning hand is the same as in the Beginner Level: yaku are added according to highest-score scoring and no reuse within the same category. Highest-score scoring means that when a winning hand can be decomposed in multiple ways, the decomposition with the highest score is used. No reuse within the same category means that each sequence, triplet, and pair in the winning hand may be used only once within yaku series of the same category, but may be reused across different categories.

Basic Level payments use the Four Seas payment system: a discard-win one-two payment system with a payment threshold. On a discard win, small hands are shared while large hands are covered by the discarder. The Basic Level payment threshold is 25 points.

- For a self-draw win:
 - All three opponents pay; each pays twice the hand score H , or $2H$.
- For a discard win:
 - When the hand score is less than or equal to the payment threshold $F = 25$, the discarder pays $2H$, and the other two players each pay H .
 - When the hand score is greater than the payment threshold $F = 25$, non-discarding players pay F , or 25 points. The discarder pays $2H$ and also covers the difference $H-F$ for the other two players, for a total of $4H-50$.

3. Minimum Winning Requirements

The standard minimum winning score in the Basic Level is 10 points, for both self-draw and discard wins. Beginners may set it to 5 points.

C. Intermediate Level

The Intermediate Level is a transition ruleset between the casual-oriented Basic Level, with 18 yaku, and the competitive-oriented Standard Level, with 100 yaku. It adds all-hand and sequence-combination hand-building series, raises the highest yaku value to a near-limit 160 points, and sets the limit hand line at 200 points. It also introduces different minimum requirements for self-draw wins and discard wins, balancing hand-building against fast wins and increasing competitive depth.

1. Yaku Classification and Point Table

The Intermediate Level contains 49 yaku. Compared with the Basic Level, its classification and point table adds the subcategory level to make different hand-building series easier to understand. Under the no reuse within the same series principle, no set or pair, meaning a sequence, triplet, or pair, may appear in different subcategories of the same series. Yaku examples are listed in the appendix.

Four Seas Mahjong Intermediate Version 3.1

Category	Class	Subclass	5	10	20	30	40	60	80	120	160
Suit					All Types	Mixed One-Suit		Pure One-Suit			
Pattern		Basic	All Sequences			All Triplets		Seven Pairs			
		Special				Honors and Knitted Tiles	Seven Honors and Knitted Tiles	Five Honors and Knitted Straight			Thirteen Orphans
Number	Terminal		All Simple			Mixed Outside Hands	Pure Outside Hands		All Terminals and Honors		
	Linked				Mixed Linked		All Linked		All Symmetric		
Quad				One Quad		Two Quads				Three Quads	
Honor	Dragon			Value Honor					Little Three Dragons		Big Three Dragons
	Wind					Little Three Winds			Big Three Winds		
One-Suit	Ident Seq			Two Identical Sequences					Two Identical Sequences Twice	Three Identical Sequences	
	Shifted Seq		Two Shifted Sequences					Three Shifted Sequences			Four Shifted Sequences
								Two Shifted Sequences Twice			
	Stright Seq	Symmetric	Two Terminal Sequences				Pure Straight			Chained Straight	
		Consec Seq	Half Straight				Half Straight Twice	Mirrored Half Straight			
Three-Suit	Ident Seq		Two Similar Sequences			Three Similar Sequences	Mirrored Sequences				
	Consec Seq				Assorted Straight						
Chance	Turn				Final Draw			Blessing of Man		Blessing of Earth	Blessing of Heaven
	Kong				Robbing a Kong	Win on Kong					

Minimum Point	Selfdraw	Discard	4C Payoff Scheme	Selfdraw	Discard	Winner	Discarder	Non-discarder
Beginner	10	10	Win Point: H	Winner	All three	H ≤ 50	4H	-2H
Default	10	20	Par Score: 50	6H	-2H	H > 50		-(4H-100)
								-H
								-50

Four Seas Mahjong yaku IDs use the format [uppercase letter][number].[lowercase letter][number], such as A1.b2, representing four levels: class, category, subcategory, and yaku. There are 8 classes, represented by uppercase letters A-H. Categories are placed under classes, with the category number immediately following the class letter. If a class has no category subdivision, the category number is omitted. After the category number, the part after the decimal point consists of a lowercase-letter subcategory and a numeric yaku identifier. If a category has no subcategory, the subcategory is also omitted. Red, yellow, and green backgrounds correspond to yaku introduced in the Beginner, Basic, and Intermediate Levels, respectively.

Four Seas Mahjong Intermediate Level 3.1 Yaku Definitions

Category	ID	Yaku	Points	Definition
Suit A	A.1	All Types	20	A winning hand composed of suited tiles from all three suits, wind tiles, and dragon tiles
	A.2	Mixed One-Suit	30	A winning hand composed of tiles from one suit and honor tiles
	A.3	Pure One-Suit	60	A winning hand composed entirely of tiles from one suit
Pattern B	B.a1	All Sequences	5	A winning hand composed of four sequences and a pair
	B.a2	All Triplets	30	A winning hand composed of four triplets and a pair
	B.b1	Seven Pairs	60	A winning hand composed of seven pairs
	B.c1	Honors and Knitted Tiles	30	A special hand composed of single tiles from three suits in 147, 258, and 369 patterns, together with honor tiles
	B.c2	Seven Honors and Knitted Tiles	40	A hand composed of one of each of the seven honor tiles and seven suited tiles in a 147, 258, or 369 pattern, with no pair
	B.c3	Five Honors and Knitted Straight	60	A hand composed of a complete knitted straight (147, 258, 369 across three suits) and five distinct honor tiles, with no pair
	B.c4	Thirteen Orphans	160	A hand composed of 1 and 9 of each suit, all seven honor tiles, plus one duplicate tile as the pair
Number terminal C1	C1.1	All Simples	5	A winning hand with no terminals or honor tiles
	C1.2	Mixed Outside Hand	30	Each set or pair contains at least one terminal or honor tile
	C1.3	Pure Outside Hand	40	Each set or pair contains at least one terminal tile
	C1.4	All Terminals and Honors	80	Each set or pair is composed only of terminals and honor tiles. Already includes Mixed Odds; Must be combined with All Triplets or Seven Pairs
Number linked C2	C2.1	Mixed Linked	20	Each set or pair contains a specific number, or is composed of honor tiles
	C2.2	All Linked	40	Each set or pair contains a specific number
	C2.3	All Symmetric	80	Each set or pair contains a specific number, and in sequences this number is the middle tile

Quad D	D.1	One Quad	10	One Quad
	D.2	Two Quads	30	Two Quads
	D.3	Three Quads	120	Three Quads
Honor Dragon E1	E1.1	Value Honor	10	A triplet of seat wind or dragon tiles
	E1.2	Little Three Dragons	80	Two dragon triplets and a pair of the third dragon
	E1.3	Big Three Dragons	160	Three dragon triplets
Honor wind	E2.1	Little Three Winds	30	Two wind triplets and a pair of the third wind
	E2.2	Big Three Winds	80	Three wind triplets

One-Suit identical Seq F1	F1.1	Two Identical Sequences	10	Two identical sequences in one suit
	F1.2	Two Identical Sequences Twice	80	Two sets of identical sequences. Already includes All Sequences
	F1.3	Three Identical Sequences	120	Three identical sequences in one suit
One-Suit shifted seq F2	F2.1	Two Shifted Sequences	5	Two shifted sequences in one suit (differing by one number)
	F2.2	Two Shifted Sequences Twice	60	Two sets of shifted sequences. Already includes All Sequences
	F2.3	Three Shifted Sequences	60	Three shifted sequences in one suit (each increasing by one number)
	F2.4	Four Shifted Sequences	160	Four shifted sequences in one suit (each increasing by one number). Already includes All Sequences and Half Straight
One-Suit straight F3	F3.a1	Two Terminal Sequences	5	Sequences 123 and 789 in the same suit
	F3.a2	Pure Straight	40	Sequences 123, 456, and 789 in the same suit
	F3.a3	Chained Straight	120	Sequences 123, 345, 567, and 789 in the same suit. Already includes All Sequences
	F3.b1	Half Straight	5	Two sequences formed by six consecutive tiles in one suit
	F3.b2	Half Straight Twice	40	Two sets of Half Straight. Already includes All Sequences
	F3.b3	Mirrored Half Straight	60	Two identical Half Straight sets in two different suits. Already includes All Sequences, Two Similar Sequences and Mirrored Sequences
Three-Suit identical seq/trip G1	G1.a1	Two Similar Sequences	5	Two identical sequences in two different suits
	G1.a2	Three Similar Sequences	30	Three identical sequences in three different suits
	G1.c1	Mirrored Sequences	40	Two sets of Two Similar Sequences across two suits. Already includes All Sequences
consec seq/trip	G2.a1	Assorted Straight	20	Sequences 123, 456, and 789 across three different suits
chance turn H1	H1.1	Last Tile Draw	20	Winning by self-draw on the last tile of the wall
	H1.2	Last Tile Claim	20	Winning on the last discarded tile
	H1.3	Blessing of Man	60	A non-dealer starts in wait with 13 tiles and wins on another player's discard before drawing, counted as a self-draw win
	H1.4	Blessing of Earth	120	A non-dealer starts in wait with 13 tiles and wins on the first self-drawn tile
	H1.5	Blessing of Heaven	160	The dealer wins immediately with the initial 14-tile hand
chance Kong	H2.1	Robbing a Kong	20	Winning by robbing a kong (claiming a tile from a declared kong)
	H2.2	Win by Kong Replacement	20	Winning on a replacement tile drawn after declaring a kong

2. Scoring and Payment

Based on highest-score scoring and no reuse within the same category, the Intermediate Level adds the principle that included yaku are not scored again. Across categories, if one yaku necessarily implies another yaku in another category, the first yaku already includes the second, so only the first is counted. For example, Two Identical Sequences Twice necessarily forms All Sequences, so All Sequences is not added separately. By contrast, if one yaku may necessarily imply one of several other yaku, the related yaku still needs to be counted. For example, All Terminals and Honors may combine with either All Triplets or Seven Pairs, so one of those must still be scored.

The limit hand line is 200 points. If the hand score exceeds this line, it is counted as 200 points.

Intermediate Level payments also use the Four Seas payment system, with the payment threshold raised to 50 points.

- For a self-draw win:
 - All three opponents pay; each pays twice the hand score H , or $2H$.
- For a discard win:
 - When the hand score is less than or equal to the payment threshold $F = 50$, the discarder pays $2H$, and the other two players each pay H .
 - When the hand score is greater than the payment threshold $F = 50$, non-discarding players pay F , or 50 points. The discarder pays $2H$ and also covers the difference $H-F$ for the other two players, for a total of $4H-100$.

3. Minimum Winning Requirements

Compared with the Basic Level, the Intermediate Level defines separate winning thresholds for self-draw and discard wins: a 10-point self-draw line and a 20-point discard-win line. In other words, 5-point hands cannot win, 10-15 point hands can win only by self-draw, and hands of 20 points or more can win either by self-draw or on another player's discard. The discard-win line is higher than the self-draw line. This raises the winning threshold to limit fast wins and encourage hand-building, while leaving room for small-hand point assembly and defense, preserving player freedom while increasing competitive depth.

Beginners may start with both the self-draw and discard-win lines set to 10 points.

4. Multiple Wins: Score Is Capped, Wins Are Not

When multiple players can win on the same discard, the discarder pays according to the highest hand score among the winners. Winners are resolved counterclockwise; each winner receives only the amount by which their hand score exceeds the previous winning hand. If a winner's hand score is not higher than the previous one, that winner receives no points and pays nothing.

For example, East discards, South wins with 40 points, West wins with 60 points, and North does not win.

The first winner in order, South, receives $40 \times 4 = 160$ points. The next winner, West, receives $(60-40) \times 4 = 80$ points.

North is a non-discarding player and pays at most 50 points.

East pays $160 + 80 - 50 = 190$ points. This is equivalent to paying the discard-win score for the highest hand, $60 \times 4 = 240$, then subtracting North's 50-point payment.

D. Standard Level

The Standard Level is a competitive ruleset for ambitious hand-building, with more hand-building series and higher-value yaku. It adds triplet combinations, Seven Pairs combinations, and sequence-triplet combinations, and includes limit yaku whose values exceed the 200-point limit line. Concealed Discard is a new Four Seas Mahjong mechanism that improves attack-defense balance and competitive depth.

1. Yaku Classification and Point Table

The Standard Level contains 100 yaku. Yaku examples are listed in the appendix. In the classification and point table below, each row represents a yaku series, and yaku in the same series share the same winning-hand rationale. Series are organized into classes, categories, and subcategories according to that rationale.

Four Seas Mahjong Standard Version 3.1

Category	Class	Subclass	5	10	20	30	40	60	80	120	160	240	320	480
Suit					All Types	Mixed One-Suit		Pure One-Suit			Melded Nine Gates	All Honors		Nine Gates
Pattern		Basic	All Sequences			All Triplets								
		Seven Pairs						Seven Pairs					Seven Consecutive Pairs	Seven Honor Pairs
		Unrelated				Honors and Knitted Tiles	Seven Honors and Knitted Tiles	Five Honors and Knitted Straight		Seven Pairs with One Quad	Seven Pairs with Two Quads		Seven Pairs with Three Quads	
Number	Terminal		All Simple			Mixed Outside Hands	Pure Outside Hands		All Terminals and Honors				All Terminals	
	Linked				Mixed Linked		All Linked		All Symmetric					
	Odd/Even				Mixed Odd	Mixed Even		All Odd	All Even	All Knitted				
	Consecutive				Mixed Consecutive		All Consecutive							
Quad				One Quad		Two Quads				Three Quads				Four Quads
Honor	Dragon			Value Honor			Three-Dragon Pairs		Little Three Dragons		Big Three Dragons			
	Wind					Little Three Winds			Big Three Winds			Little Four Winds	Big Four Winds	
One-Suit	Ident Seq			Two Identical Sequences					Two Identical Sequences Twice	Three Identical Sequences				Four Identical Sequences
	Shifted Seq			Two Shifted Sequences				Three Shifted Sequences			Four Shifted Sequences	Silver Ladder		
	Stright Seq	Symmetric		Two Terminal Sequences			Pure Straight			Chained Straight			Pure Terminal Sequences	
		Consec Seq		Half Straight			Half Straight Twice	Mirrored Half Straight						
	Consec Trip			Two Consecutive Triplets		Little Three Consecutive Triplets			Three Consecutive Triplets	Two Consecutive Triplets Twice		Four Consecutive Triplets	Gold Ladder	
	Tile Hog			Tile Hog					Tile Hog Twice	Tile Hog +				Tile Hog ++
	Consec T		consecutive T				Horizontal Cross	Horizontal H		Four Consecutive T	Jade Cube	Jade Disc		Big China
Three-Suit	Identical	Ident Seq	Two Similar Sequences			Three Similar Sequences								
		Ident Trip		Two Similar Triplets		Little Three Similar Triplets			Three Similar Triplets					
		Mirrored					Mirrored Sequences	Mirrored Sequences and Triplets		Mirrored Triplets				
	Consecutive	Consec Seq			Assorted Straight									
Chance	Turn				Final Draw			Blessing of Man		Blessing of Earth	Blessing of Heaven			
		Kong			Robbing a Kong	Win on Kong								

4C Minimum Point			Par Score 50 (Basic 25), Maximum Limit 200			
Min Point	Selfdraw	Discard	Beginner	Basic	Intermediate	Standard
I	0		A-I			
II	5		A-II	B-II		
III	10			B-III	C-III	
IV	10	20			C-IV	D-IV
V	20	50				D-V

4c Payoff Scheme		Win Score H, Par Score F (50 or 25)			
Selfdraw	1 (Winner)	2	3	4	
	6H	-2H	-2H	-2H	
Discard	1 (Winner)	2 (Discarder)	3	4	
H <= F	4H	-2H	-H	-H	
H > F		-(4H-2F)	-F	-F	

Four Seas Mahjong Standard Level 3.1 Yaku Definitions

Category	ID	Yaku	Points	Definition
Suit A	A.1	All Types	20	A winning hand composed of suited tiles from all three suits, wind tiles, and dragon tiles
	A.2	Mixed One-Suit	30	A winning hand composed of tiles from one suit and honor tiles
	A.3	Pure One-Suit	60	A winning hand composed entirely of tiles from one suit
	A.4	Melded Nine Gates	160	Completed with an open hand: 1112345678999 in one suit, plus any additional tile of the same suit
	A.5	All Honors	240	A winning hand composed entirely of honor tiles. Must be combined with All Triplets or Seven Pairs
	A.6	Nine Gates	480	Completed with a concealed hand: 1112345678999 in one suit, plus any additional tile of the same suit (not necessarily the winning tile)
Pattern B	B.a1	All Sequences	5	A winning hand composed of four sequences and a pair
	B.a2	All Triplets	30	A winning hand composed of four triplets and a pair
	B.b1	Seven Pairs	60	A winning hand composed of seven pairs
	B.b2	Seven Consecutive Pairs	320	Seven consecutive pairs in one suit. Already includes Pure One-Suit and All Consecutive
	B.b3	Seven Honor Pairs	480	Seven pairs consisting of each of the seven honor tiles. Already includes All Honors and Honor-based Seven Pairs series
	B.b4	Seven Pairs with One Quad	80	Seven pairs including two identical pairs (four identical tiles)
	B.b5	Seven Pairs with Two Quads	160	Seven pairs including two types of two identical pairs
	B.b6	Seven Pairs with Three Quads	320	Seven pairs including three types of two identical pairs
	B.c1	Honors and Knitted Tiles	30	A special hand composed of single tiles from three suits in 147, 258, and 369 patterns, together with honor tiles
	B.c2	Seven Honors and Knitted Tiles	40	A hand composed of one of each of the seven honor tiles and seven suited tiles in a 147, 258, or 369 pattern, with no pair
	B.c3	Five Honors and Knitted Straight	60	A hand composed of a complete knitted straight (147, 258, 369 across three suits) and five distinct honor tiles, with no pair
	B.c4	Thirteen Orphans	160	A hand composed of 1 and 9 of each suit, all seven honor tiles, plus one duplicate tile as the pair
	B.c5	Honors and Plaid Tiles	30	A special hand composed of single tiles from three suits all in the same pattern (147, 258, or 369), together with honor tiles
Number terminal C1	C1.1	All Simples	5	A winning hand with no terminals or honor tiles
	C1.2	Mixed Outside Hand	30	Each set or pair contains at least one terminal or honor tile
	C1.3	Pure Outside Hand	40	Each set or pair contains at least one terminal tile
	C1.4	All Terminals and Honors	80	Each set or pair is composed only of terminals and honor tiles. Already includes Mixed Odds; Must be combined with All Triplets or Seven Pairs
	C1.5	All Terminals	320	Each set or pair is composed only of terminal tiles. Already includes All Odds; Must be combined with All Triplets or Seven Pairs

Number linked C2	C2.1	Mixed Linked	20	Each set or pair contains a specific number, or is composed of honor tiles
	C2.2	All Linked	40	Each set or pair contains a specific number
	C2.3	All Symmetric	80	Each set or pair contains a specific number, and in sequences this number is the middle tile
Number oddeven C3	C3.1	Mixed Odd	20	Each set or pair is composed of odd-numbered tiles and honor tiles. Must be combined with All Triplets or Seven Pairs
	C3.2	Mixed Even	30	Each set or pair is composed of even-numbered tiles and honor tiles. Must be combined with All Triplets or Seven Pairs
	C3.3	All Odd	60	Each set or pair is composed only of odd-numbered tiles. Must be combined with All Triplets or Seven Pairs
	C3.4	All Even	80	Each set or pair is composed only of even-numbered tiles. Already includes All Simples; Must be combined with All Triplets or Seven Pairs
	C3.5	All Knitted	120	Each set or pair is composed of tiles from the same pattern: 147, 258, or 369. Must be combined with All Triplets or Seven Pairs
Number consecutive C4	C4.1	Mixed Consecutive	20	At least two sets or pairs form consecutive sequences without gaps or overlap, while the remaining sets are composed of honor tiles
	C4.2	All Consecutive	40	All sets and pairs form consecutive sequences without gaps or overlap
Quad D	D.1	One Quad	10	One Quad
	D.2	Two Quads	30	Two Quads
	D.3	Three Quads	120	Three Quads
	D.4	Four Quads	480	Four Quads. Already includes All Triplets
Honor Dragon E1	E1.1	Value Honor	10	A triplet of seat wind or dragon tiles
	E1.2	Little Three Dragons	80	Two dragon triplets and a pair of the third dragon
	E1.3	Big Three Dragons	160	Three dragon triplets
	E1.4	Three-Dragon Pairs	40	Seven Pairs hand containing one pair of each dragon tile. Must be combined with Seven Pairs
Honor wind E2	E2.1	Little Three Winds	30	Two wind triplets and a pair of the third wind
	E2.2	Big Three Winds	80	Three wind triplets
	E2.3	Three-Wind Pairs	20	Seven Pairs hand containing three distinct wind pairs. Must be combined with Seven Pairs
	E2.4	Four-Wind Pairs	80	Seven Pairs hand containing one pair of each wind. Must be combined with Seven Pairs
	E2.5	Little Four Winds	240	Three wind triplets and a pair of the fourth wind. Must be combined with Mixed One-Suit or All Honors
	E2.6	Big Four Winds	320	Four wind triplets. Already includes All Triplets and Value Honor; Must be combined with Mixed One-Suit or All Honors
One-Suit identical Seq F1	F1.1	Two Identical Sequences	10	Two identical sequences in one suit
	F1.2	Two Identical Sequences Twice	80	Two sets of identical sequences. Already includes All Sequences
	F1.3	Three Identical Sequences	120	Three identical sequences in one suit
	F1.4	Four Identical Sequences	480	Four identical sequences in one suit. Already includes All Sequences
One-Suit shifted seq F2	F2.1	Two Shifted Sequences	5	Two shifted sequences in one suit (differing by one number)
	F2.2	Two Shifted Sequences Twice	60	Two sets of shifted sequences. Already includes All Sequences

	F2.3	Three Shifted Sequences	60	Three shifted sequences in one suit (each increasing by one number)
	F2.4	Four Shifted Sequences	160	Four shifted sequences in one suit (each increasing by one number). Already includes All Sequences and Half Straight
	F2.5	Silver Ladder	240	Four shifted sequences with a pair extending the sequence by one number (either above the highest or below the lowest sequence). Already includes Pure One-Suit, All Sequences and Half Straight
One-Suit straight F3	F3.a1	Two Terminal Sequences	5	Sequences 123 and 789 in the same suit
	F3.a2	Pure Straight	40	Sequences 123, 456, and 789 in the same suit
	F3.a3	Chained Straight	120	Sequences 123, 345, 567, and 789 in the same suit. Already includes All Sequences
	F3.a4	Pure Terminal Sequences	320	Two 123 sequences and two 789 sequences in the same suit, with 5 as the pair. Already includes Pure One-Suit, All Sequences and Two Identical Sequences Twice
	F3.b1	Half Straight	5	Two sequences formed by six consecutive tiles in one suit
	F3.b2	Half Straight Twice	40	Two sets of Half Straight. Already includes All Sequences
	F3.b3	Mirrored Half Straight	60	Two identical Half Straight sets in two different suits. Already includes All Sequences, Two Similar Sequences and Mirrored Sequences
One-Suit consec trip F4	F4.1	Two Consecutive Triplets	10	Two consecutive triplets in one suit
	F4.2	Little Three Consecutive Triplets	30	Two consecutive triplets and a pair of an adjacent number in one suit
	F4.3	Three Consecutive Triplets	80	Three consecutive triplets in one suit
	F4.4	Two Consecutive Triplets Twice	120	Two sets of consecutive triplets. Already includes All Triplets
	F4.5	Four Consecutive Triplets	240	Four consecutive triplets in one suit. Already includes All Triplets
	F4.6	Gold Ladder	320	Four consecutive triplets with a pair of an adjacent number (either above the highest or below the lowest triplet). Already includes Pure One-Suit, All Triplets and All Consecutive
One-Suit identical seq/trip F5	F5.1	Tile Hog	10	All four copies of a tile are contained within one sequence and one triplet
	F5.2	Tile Hog Twice	80	Two sets of Tile Hog
	F5.3	Tile Hog +	120	All four copies of two different tiles are contained within one sequence and two triplets
	F5.4	Tile Hog ++	480	All four copies of three different tiles are contained within one sequence and three triplets. Already includes Three Consecutive Triplets
One-Suit consec seq/trip F6	F6.1	consecutive T	5	A sequence and a triplet of consecutive numbers in one suit (sequence before triplet or vice versa)
	F6.2	Horizontal Cross	40	A sequence–triplet–sequence pattern of consecutive numbers in one suit
	F6.3	Consecutive T Twice	40	Two sets of Consecutive T
	F6.4	Horizontal H	60	A triplet–sequence–triplet pattern of consecutive numbers in one suit
	F6.5	Four Consecutive T	120	Two consecutive T patterns in one suit. Already includes Half Straight and Two Consecutive Triplets
	F6.6	Jade Cube	160	One left consecutive T and one right consecutive T shifted one rank apart in one suit. Already includes Two Identical Sequences
	F6.7	Jade Disc	240	One left consecutive T and one right consecutive T aligned or shifted by one or two numbers in one suit. Already includes Tile Hog Twice, Two Consecutive Triplets, Two Shifted Sequences and Half Straight
	F6.8	King Straight	240	A winning hand composed of 12344455666789 or 11123455678999 in one suit. Already includes Pure One-Suit, All Consecutive and Two Terminal Sequences

	F6.9	Big China	480	A Jade Cube in one suit with a pair formed by the central number of the structure. Already includes Pure One-Suit and Two Identical Sequences
Three-Suit identical seq/trip G1	G1.a1	Two Similar Sequences	5	Two identical sequences in two different suits
	G1.a2	Three Similar Sequences	30	Three identical sequences in three different suits
	G1.b1	Two Similar Triplets	10	Two identical triplets in two different suits
	G1.b2	Little Three Similar Triplets	30	Two identical triplets in three suits, plus a pair of the same number
	G1.b3	Three Similar Triplets	80	Three identical triplets in three different suits
	G1.c1	Mirrored Sequences	40	Two sets of Two Similar Sequences across two suits. Already includes All Sequences
	G1.c2	Mirrored Sequences and Triplets	60	One set of Two Similar Sequences and one set of Two Similar Triplets across two suits
	G1.c3	Mirrored Triplets	120	Two sets of Two Similar Triplets across two suits. Already includes All Triplets
consec seq/trip	G2.a1	Assorted Straight	20	Sequences 123, 456, and 789 across three different suits
	G2.b1	Assorted Three Consecutive Triplets	40	Three consecutive triplets across three different suits (each increasing by one number)
chance turn H1	H1.1	Last Tile Draw	20	Winning by self-draw on the last tile of the wall
	H1.2	Last Tile Claim	20	Winning on the last discarded tile
	H1.3	Blessing of Man	60	A non-dealer starts in wait with 13 tiles and wins on another player's discard before drawing, counted as a self-draw win
	H1.4	Blessing of Earth	120	A non-dealer starts in wait with 13 tiles and wins on the first self-drawn tile
	H1.5	Blessing of Heaven	160	The dealer wins immediately with the initial 14-tile hand
chance Kong	H2.1	Robbing a Kong	20	Winning by robbing a kong (claiming a tile from a declared kong)
	H2.2	Win by Kong Replacement	20	Winning on a replacement tile drawn after declaring a kong

Red, yellow, green, and blue backgrounds correspond to yaku introduced in the Beginner, Basic, Intermediate, and Standard Levels, respectively.

2. Scoring and Payment

Standard Level scoring follows three principles: highest-score scoring, no reuse within the same category, and included yaku are not scored again.

Highest-score scoring means that when a winning hand can be decomposed in multiple ways, the decomposition with the highest score is used.

No reuse within the same category means that each sequence, triplet, or pair in a winning hand can be used only once within yaku series of the same category, but may be reused across different categories.

Included yaku are not scored again means that across categories, if one yaku necessarily implies another yaku in another category, the first yaku already includes the second and only the first is

counted. By contrast, if one yaku necessarily implies two or more yaku in other categories, the first yaku does not include all of them; one of the other yaku still needs to be added.

The limit hand line is 200 points. A hand whose total score exceeds this line is a counted limit hand and is scored as 200 points. The Standard Level also includes limit yaku whose yaku values exceed the limit line. When a hand contains limit yaku, the highest limit yaku value is used as the hand score.

Standard Level payments also use the Four Seas payment system, with a payment threshold of 50 points.

- For a self-draw win:
 - All three opponents pay; each pays twice the hand score H , or $2H$.
- For a discard win:
 - When the hand score is less than or equal to the payment threshold $F = 50$, the discarder pays $2H$, and the other two players each pay H .
 - When the hand score is greater than the payment threshold $F = 50$, non-discarding players pay F , or 50 points. The discarder pays $2H$ and also covers the difference $H - F$ for the other two players, for a total of $4H - 100$.

3. Minimum Winning Requirements

The Standard Level also sets self-draw and discard-win lines. A hand must reach the self-draw line to win by self-draw and the discard-win line to win from another player's discard. The default Standard requirements are the same as the Intermediate Level: self-draw line 10, discard-win line 20, and payment threshold 50. Thus 5-point hands cannot win, 10-15 point hands can win only by self-draw, and hands of 20 points or more can win either way.

The Standard Level also offers higher minimum requirements for experienced players pursuing larger hands: self-draw line 20, discard-win line 40, and payment threshold 50. The four chance yaku, Last Tile Draw, Last Tile Claim, Robbing a Kong, and Win by Kong Replacement, are exempt from these minimum requirements. Under high minimum requirements, no dead wall is used.

4. Concealed Discard Mechanism

Four Seas Mahjong introduces a new mechanism, Concealed Discard. Once per hand, each player may discard one tile face down to a designated area. Unlike a normal discard, a concealed discard is not exposed; other players cannot chi, pon, kong, or win from it, and the next player continues by drawing from the wall. If nobody wins the hand, concealed discards are revealed in the order they were made, as if each concealed-discarding player had discarded that tile at that time, and the other three players may

win from it. A win from a concealed discard scores half of the normal hand score. This win type is called Hidden Path Revealed and is listed as a 0-point yaku for data-tracking convenience.

By encouraging players to judge attack and defense more carefully and avoid dealing in, the Concealed Discard mechanism can raise both the overall win rate and hand values, increasing strategy and depth while making the rules more balanced and entertaining.

Rule Level Comparison

		Beginner (A)	Basic (B)	Intermediate (C)	Standard (D)
Yaku	Numbers	7	18	49	100
	New	7	11	31	51
	Categories	7	10	14	19
	Highest Point	10	60	160	480
	Mangan			Mangan	Yakuman
	Yaku Series	7 Small Yakus	5 Main Series	Whole-hand, sequence-based	triplet-based, seven-pair, sequence-triplet
Minimum Point	No minimum	No minimum			
	Minimum pt	5 pt	10 pt	10 pt	
	Two minimum			10 for self draw, 20 for discard	10 for self draw, 20 for discard
	High limit				20 for self draw, 50 for discard
Payoff		one-two payment system for discard wins	4C payoff	4C payoff	4C payoff
	Payoff bar		25	50	50
Others	Multiple Win	win interception	win interception		
				allow with score capped	allow with score capped
	Mai				Mai
For Player	For	Beginners	Casual Players	A transition between Basic and Standard	Competitive mahjong rules
	Mahjong Players	New Players	Players of Regional Mahjong Rule	Richii and Zungjung Players	MCR Players

Recommended Learning Path

A suggested progression for new Four Seas Mahjong players is:

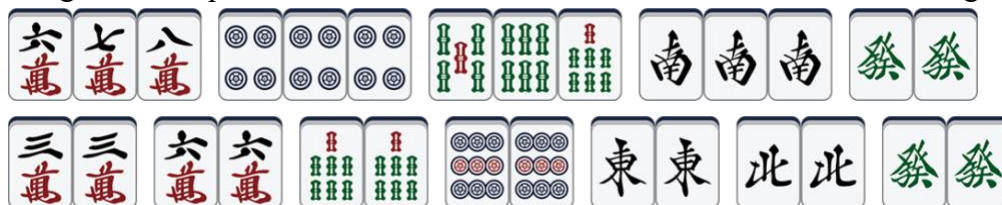
1. Learn the basic concepts of mahjong, especially the basic four-sets-and-one-pair winning shape.
2. Begin with the Beginner Level, which introduces seven small yaku and the simple discard-payment system.
 - a) First play without a minimum winning requirement, where a chicken hand scores 1 point.
 - b) Then add a 5-point minimum winning requirement.
3. Move to the Basic level, which introduces five main hand-building yaku lines and the Four Seas payment system.
 - a) First use a 5-point minimum winning requirement.
 - b) First use a 10-point minimum winning requirement.
4. Move to the Intermediate Level, which introduces all-hand series, sequence series, and other new hand-building families, together with the rule that scores are capped but wins are not intercepted.
 - a) First use a 10-point minimum winning requirement.
 - b) Then use separate lines: self-draw 10 points and discard win 20 points.
5. Move to the Standard Level, which introduces all yaku in the triplet, Seven Pairs, and sequence-triplet families, plus the Concealed Discard mechanism.

Appendix 1. Yaku Examples

A. Suit

A.1 All Types (20 points, Intermediate Level)

A winning hand composed of suited tiles from all three suits, wind tiles, and dragon tiles



A.2 Mixed One-Suit (30 points, Basic Level)

A winning hand composed of tiles from one suit and honor tiles



A.3 Pure One-Suit (60 points, Basic Level)

A winning hand composed entirely of tiles from one suit



A.4 Melded Nine Gates (160 points, Standard Level)

Completed with an open hand: 1112345678999 in one suit, plus any additional tile of the same suit



A.5 All Honors (240 points, Standard Level)

A winning hand composed entirely of honor tiles. Must be combined with All Triplets or Seven Pairs



A.6 Nine Gates (480 points, Standard Level)

Completed with a concealed hand: 1112345678999 in one suit, plus any additional tile of the same suit (not necessarily the winning tile)



B. Pattern

B.a1 All Sequences (5 points, Beginner Level)

A winning hand composed of four sequences and a pair



B.a2 All Triplets (30 points, Basic Level)

A winning hand composed of four triplets and a pair



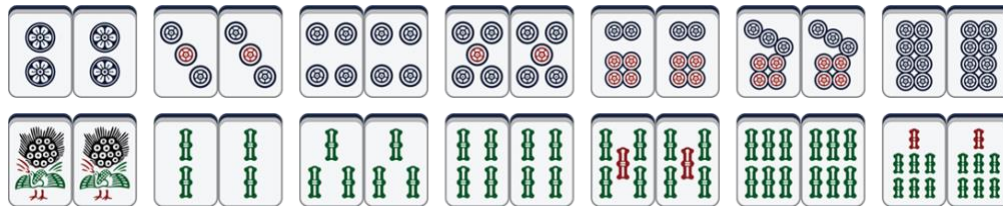
B.b1 Seven Pairs (60 points, Basic Level)

A winning hand composed of seven pairs



B.b2 Seven Consecutive Pairs (320 points, Standard Level)

Seven consecutive pairs in one suit. Already includes Pure One-Suit and All Consecutive



B.b3 Seven Honor Pairs (480 points, Standard Level)

Seven pairs consisting of each of the seven honor tiles. Already includes All Honors and Honor-based Seven Pairs series



B.b4 Seven Pairs with One Quad (80 points, Standard Level)

Seven pairs including two identical pairs (four identical tiles)



B.b5 Seven Pairs with Two Quads (160 points, Standard Level)

Seven pairs including two types of two identical pairs



B.b6 Seven Pairs with Three Quads (320 points, Standard Level)

Seven pairs including three types of two identical pairs



B.c1 Honors and Knitted Tiles (30 points, Intermediate Level)

A special hand composed of single tiles from three suits in 147, 258, and 369 patterns, together with honor tiles



B.c2 Seven Honors and Knitted Tiles (40 points, Intermediate Level)

A hand composed of one of each of the seven honor tiles and seven suited tiles in a 147, 258, or 369 pattern, with no pair



B.c3 Five Honors and Knitted Straight (60 points, Intermediate Level)

A hand composed of a complete knitted straight (147, 258, 369 across three suits) and five distinct honor tiles, with no pair



B.c4 Thirteen Orphans (160 points, Intermediate Level)

A hand composed of 1 and 9 of each suit, all seven honor tiles, plus one duplicate tile as the pair



B.c5 Honors and Plaid Tiles (30 points, Standard Level)

A special hand composed of single tiles from three suits all in the same pattern (147, 258, or 369), together with honor tiles



C. Number

C1. terminal

C1.1 All Simple (5 points, Beginner Level)

A winning hand with no terminals or honor tiles



C1.2 Mixed Outside Hand (30 points, Basic Level)

Each set or pair contains at least one terminal or honor tile



C1.3 Pure Outside Hand (40 points, Intermediate Level)

Each set or pair contains at least one terminal tile



C1.4 All Terminals and Honors (80 points, Intermediate Level)

Each set or pair is composed only of terminals and honor tiles. Already includes Mixed Odds; Must be combined with All Triplets or Seven Pairs



C1.5 All Terminals (320 points, Standard Level)

Each set or pair is composed only of terminal tiles. Already includes All Odds; Must be combined with All Triplets or Seven Pairs



C2. linked

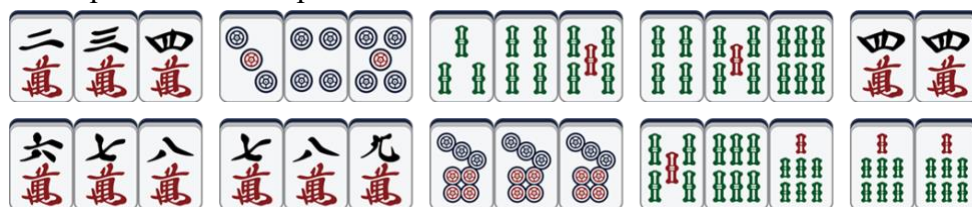
C2.1 Mixed Linked (20 points, Intermediate Level)

Each set or pair contains a specific number, or is composed of honor tiles



C2.2 All Linked (40 points, Intermediate Level)

Each set or pair contains a specific number



C2.3 All Symmetric (80 points, Intermediate Level)

Each set or pair contains a specific number, and in sequences this number is the middle tile



C3. oddeven

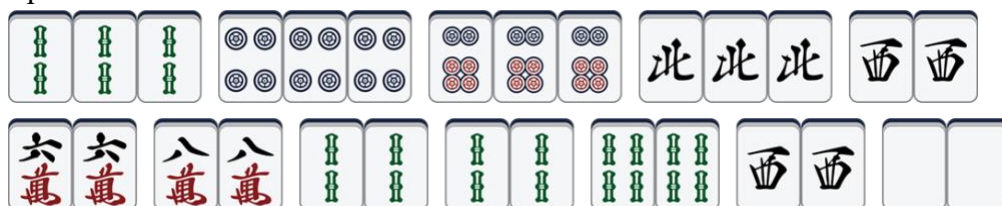
C3.1 Mixed Odd (20 points, Standard Level)

Each set or pair is composed of odd-numbered tiles and honor tiles. Must be combined with All Triplets or Seven Pairs



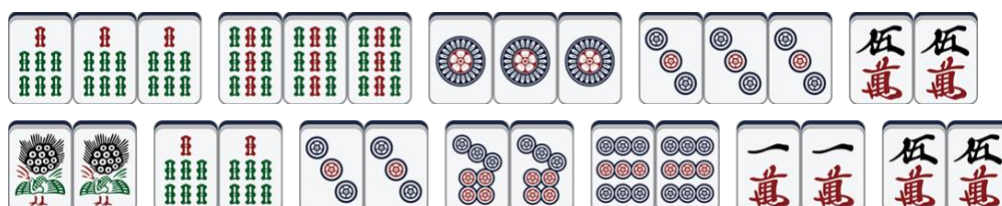
C3.2 Mixed Even (30 points, Standard Level)

Each set or pair is composed of even-numbered tiles and honor tiles. Must be combined with All Triplets or Seven Pairs



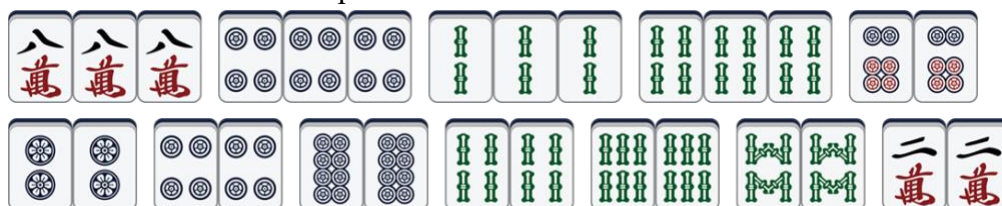
C3.3 All Odd (60 points, Standard Level)

Each set or pair is composed only of odd-numbered tiles. Must be combined with All Triplets or Seven Pairs



C3.4 All Even (80 points, Standard Level)

Each set or pair is composed only of even-numbered tiles. Already includes All Simple; Must be combined with All Triplets or Seven Pairs



C3.5 All Knitted (120 points, Standard Level)

Each set or pair is composed of tiles from the same pattern: 147, 258, or 369. Must be combined with All Triplets or Seven Pairs



C4. consecutive

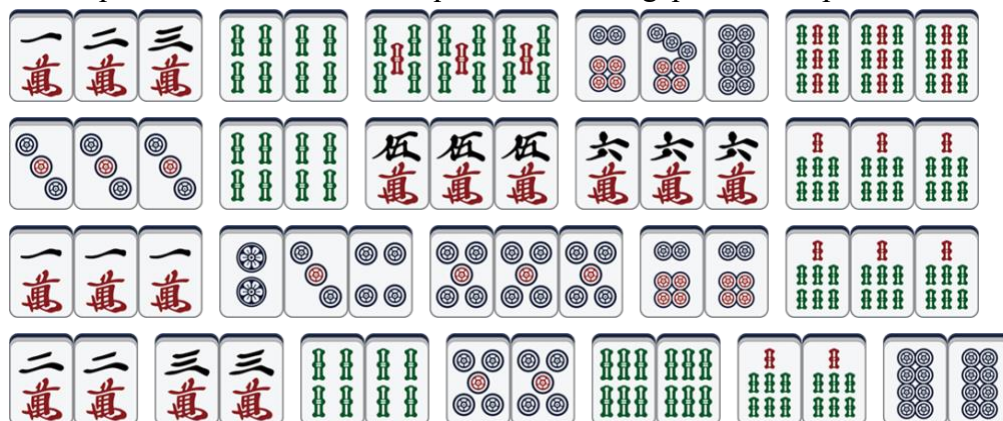
C4.1 Mixed Consecutive (20 points, Standard Level)

At least two sets or pairs form consecutive sequences without gaps or overlap, while the remaining sets are composed of honor tiles



C4.2 All Consecutive (40 points, Standard Level)

All sets and pairs form consecutive sequences without gaps or overlap



D. Quad

D.1 One Quad (10 points, Beginner Level)

One Quad



D.2 Two Quads (30 points, Intermediate Level)

Two Quads



D.3 Three Quads (120 points, Intermediate Level)

Three Quads



D.4 Four Quads (480 points, Standard Level)

Four Quads



E. Honor

E1. Dragon

E1.1 Value Honor (10 points, Beginner Level)

A triplet of seat wind or dragon tiles



E1.2 Little Three Dragons (80 points, Intermediate Level)

Two dragon triplets and a pair of the third dragon



E1.3 Big Three Dragons (160 points, Intermediate Level)

Three dragon triplets



E1.4 Three-Dragon Pairs (40 points, Standard Level)

Seven Pairs hand containing one pair of each dragon tile. Must be combined with Seven Pairs



E2. wind

E2.1 Little Three Winds (30 points, Intermediate Level)

Two wind triplets and a pair of the third wind



E2.2 Big Three Winds (80 points, Intermediate Level)

Three wind triplets



E2.3 Three-Wind Pairs (20 points, Standard Level)

Seven Pairs hand containing three distinct wind pairs. Must be combined with Seven Pairs



E2.4 Four-Wind Pairs (80 points, Standard Level)

Seven Pairs hand containing one pair of each wind. Must be combined with Seven Pairs



E2.5 Little Four Winds (240 points, Standard Level)

Three wind triplets and a pair of the fourth wind. Must be combined with Mixed One-Suit or All Honors



E2.6 Big Four Winds (320 points, Standard Level)

Four wind triplets. Already includes All Triplets and Value Honor; Must be combined with Mixed One-Suit or All Honors



F. One-Suit

F1. One-Suit / identical Seq

F1.1 Two Identical Sequences (10 points, Beginner Level)

Two identical sequences in one suit



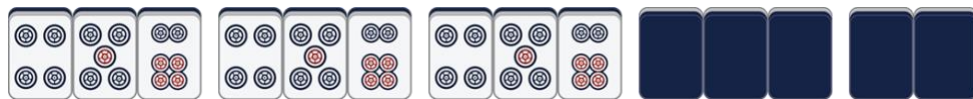
F1.2 Two Identical Sequences Twice (80 points, Intermediate Level)

Two sets of identical sequences. Already includes All Sequences



F1.3 Three Identical Sequences (120 points, Intermediate Level)

Three identical sequences in one suit



F1.4 Four Identical Sequences (480 points, Standard Level)

Four identical sequences in one suit. Already includes All Sequences



F2. One-Suit / shifted seq

F2.1 Two Shifted Sequences (5 points, Intermediate Level)

Two shifted sequences in one suit (differing by one number)



F2.2 Two Shifted Sequences Twice (60 points, Intermediate Level)

Two sets of shifted sequences. Already includes All Sequences



F2.3 Three Shifted Sequences (60 points, Intermediate Level)

Three shifted sequences in one suit (each increasing by one number)



F2.4 Four Shifted Sequences (160 points, Intermediate Level)

Four shifted sequences in one suit (each increasing by one number). Already includes All Sequences and Half Straight



F2.5 Silver Ladder (240 points, Standard Level)

Four shifted sequences with a pair extending the sequence by one number (either above the highest or below the lowest sequence). Already includes Pure One-Suit, All Sequences and Half Straight



F3. One-Suit / straight

F3.a1 Two Terminal Sequences (5 points, Intermediate Level)

Sequences 123 and 789 in the same suit



F3.a2 Pure Straight (40 points, Basic Level)

Sequences 123, 456, and 789 in the same suit



F3.a3 Chained Straight (120 points, Intermediate Level)

Sequences 123, 345, 567, and 789 in the same suit. Already includes All Sequences



F3.a4 Pure Terminal Sequences (320 points, Standard Level)

Two 123 sequences and two 789 sequences in the same suit, with 5 as the pair. Already includes Pure One-Suit, All Sequences and Two Identical Sequences Twice



F3.b1 Half Straight (5 points, Beginner Level)

Two sequences formed by six consecutive tiles in one suit



F3.b2 Half Straight Twice (40 points, Intermediate Level)

Two sets of Half Straight. Already includes All Sequences



F3.b3 Mirrored Half Straight (60 points, Intermediate Level)

Two identical Half Straight sets in two different suits. Already includes All Sequences, Two Similar Sequences and Mirrored Sequences



F4. One-Suit / consec trip

F4.1 Two Consecutive Triplets (10 points, Standard Level)

Two consecutive triplets in one suit



F4.2 Little Three Consecutive Triplets (30 points, Standard Level)

Two consecutive triplets and a pair of an adjacent number in one suit



F4.3 Three Consecutive Triplets (80 points, Standard Level)

Three consecutive triplets in one suit



F4.4 Two Consecutive Triplets Twice (120 points, Standard Level)

Two sets of consecutive triplets. Already includes All Triplets



F4.5 Four Consecutive Triplets (240 points, Standard Level)

Four consecutive triplets in one suit. Already includes All Triplets



F4.6 Gold Ladder (320 points, Standard Level)

Four consecutive triplets with a pair of an adjacent number (either above the highest or below the lowest triplet). Already includes Pure One-Suit, All Triplets and All Consecutive



F5. One-Suit / identical seq/trip

F5.1 Tile Hog (10 points, Standard Level)

All four copies of a tile are contained within one sequence and one triplet



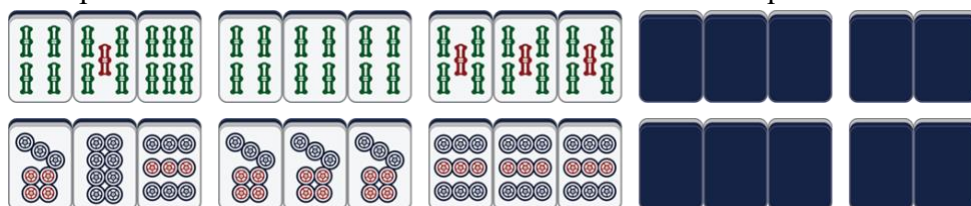
F5.2 Tile Hog Twice (80 points, Standard Level)

Two sets of Tile Hog



F5.3 Tile Hog + (120 points, Standard Level)

All four copies of two different tiles are contained within one sequence and two triplets



F5.4 Tile Hog ++ (480 points, Standard Level)

All four copies of three different tiles are contained within one sequence and three triplets.

Already includes Three Consecutive Triplets



F6. One-Suit / consec seq/trip

F6.1 consecutive T (5 points, Standard Level)

A sequence and a triplet of consecutive numbers in one suit (sequence before triplet or vice versa)



F6.2 Horizontal Cross (40 points, Standard Level)

A sequence–triplet–sequence pattern of consecutive numbers in one suit



F6.3 Consecutive T Twice (40 points, Standard Level)

Two sets of Consecutive T



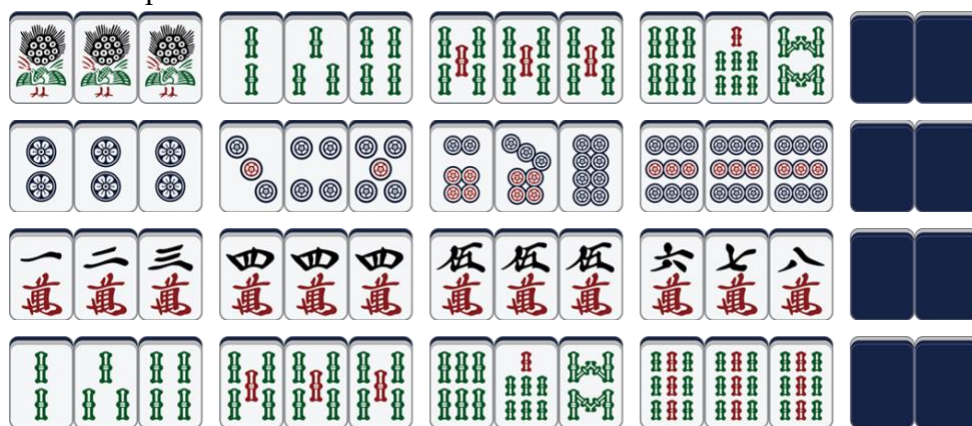
F6.4 Horizontal H (60 points, Standard Level)

A triplet–sequence–triplet pattern of consecutive numbers in one suit



F6.5 Four Consecutive T (120 points, Standard Level)

Two consecutive T patterns in one suit. Already includes Half Straight and Two Consecutive Triplets



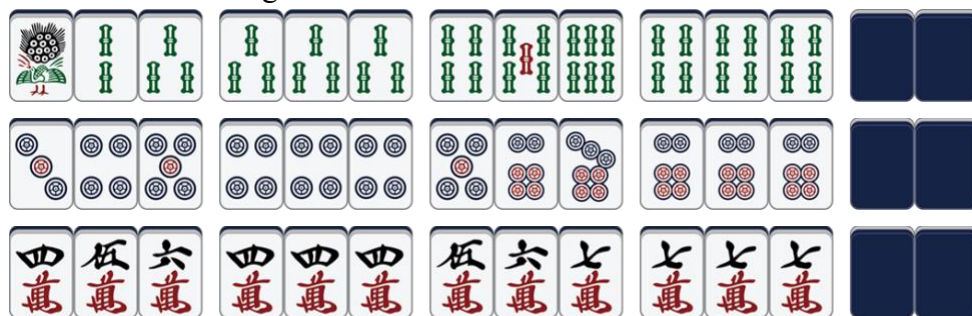
F6.6 Jade Cube (160 points, Standard Level)

One left consecutive T and one right consecutive T shifted one rank apart in one suit. Already includes Two Identical Sequences



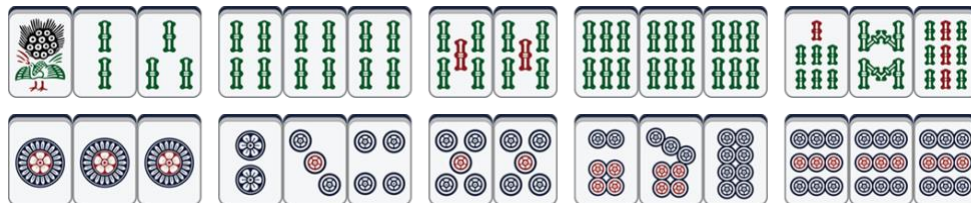
F6.7 Jade Disc (240 points, Standard Level)

One left consecutive T and one right consecutive T aligned or shifted by one or two numbers in one suit. Already includes Tile Hog Twice, Two Consecutive Triplets, Two Shifted Sequences and Half Straight



F6.8 King Straight (240 points, Standard Level)

A winning hand composed of 12344455666789 or 11123455678999 in one suit. Already includes Pure One-Suit, All Consecutive and Two Terminal Sequences



F6.9 Big China (480 points, Standard Level)

A Jade Cube in one suit with a pair formed by the central number of the structure. Already includes Pure One-Suit and Two Identical Sequences



G. Three-Suit

G1. Three-Suit / identical seq/trip

G1.a1 Two Similar Sequences (5 points, Beginner Level)

Two identical sequences in two different suits



G1.a2 Three Similar Sequences (30 points, Basic Level)

Three identical sequences in three different suits



G1.b1 Two Similar Triplets (10 points, Standard Level)

Two identical triplets in two different suits



G1.b2 Little Three Similar Triplets (30 points, Standard Level)

Two identical triplets in three suits, plus a pair of the same number



G1.b3 Three Similar Triplets (80 points, Standard Level)

Three identical triplets in three different suits



G1.c1 Mirrored Sequences (40 points, Intermediate Level)

Two sets of Two Similar Sequences across two suits. Already includes All Sequences



G1.c2 Mirrored Sequences and Triplets (60 points, Standard Level)

One set of Two Similar Sequences and one set of Two Similar Triplets across two suits



G1.c3 Mirrored Triplets (120 points, Standard Level)

Two sets of Two Similar Triplets across two suits. Already includes All Triplets



G2. Three-Suit / consec seq/trip

G2.a1 Assorted Straight (20 points, Intermediate Level)

Sequences 123, 456, and 789 across three different suits



G2.b1 Assorted Three Consecutive Triplets (40 points, Standard Level)

Three consecutive triplets across three different suits (each increasing by one number)



H. chance

H1. turn

H1.1 Last Tile Draw (20 points, Basic Level)

Winning by self-draw on the last tile of the wall

H1.2 Last Tile Claim (20 points, Basic Level)

Winning on the last discarded tile

H1.3 Blessing of Man (60 points, Intermediate Level)

A non-dealer starts in wait with 13 tiles and wins on another player's discard before drawing, counted as a self-draw win

H1.4 Blessing of Earth (120 points, Intermediate Level)

A non-dealer starts in wait with 13 tiles and wins on the first self-drawn tile

H1.5 Blessing of Heaven (160 points, Intermediate Level)

The dealer wins immediately with the initial 14-tile hand

H2. Kong

H2.1 Robbing a Kong (20 points, Basic Level)

Winning by robbing a kong (claiming a tile from a declared kong)

H2.2 Win by Kong Replacement (20 points, Basic Level)

Winning on a replacement tile drawn after declaring a kong