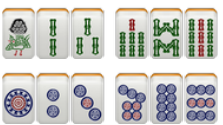


1	庄家 [zhuang jia]	Dealer	1	Win as a dealer or win from a dealer
2	老少 (简) [lao shao (jian)]	Old & Young	1	Two sets of 1-2-3 and 7-8-9 in the same suit
				
3	老少 (繁) [lao shao (fan)]	Old & Young Pongs	3	Two sets of Pongs 1-1-1 and 9-9-9 in the same suit
				
4	杠开 [gang kai]	Game on the Kong tile	1	Self-win on the extra tile drawn as a result of a Kong
5	抢杠 [qiang gang]	Game on other players Kong tile	2	Other player draws a Kong and it is the one that you win with
6	小胡 [xiao hu]	Small Game	10	Only one point
7	对碰 [dui peng]	2-pair Pongs	1	Win on 2-pair Pong
8	假独 [jia du]	Fake waiting for 1	1	Looks like winning on only one tile, but in fact can win on more than one
				
9	独独 [dok dok]	Waiting for 1	2	Winning is possible only with one particular tile
				
10	平胡 [ping hu]	All Sequence	3	No Pongs
11	无字 [wu zi]	No Characters	1	No Winds or Dragons
12	无花 [wu hua]	No Flowers	1	
13	无字花 [wu zi hua]	No Characters or Flowers	4	No Winds, Dragons or Flowers
14	无字花平 [wu zi hua ping]	No Characters, No Flowers and All Sequence	8	
15	门清 [men qing]	Clean house	3	No tiles taken from others (except the last one to win)
16	自摸 [zi mo]	Self-Game	1	Winning tile is drawn, not taken from someone else
17	门清自摸 [men qing zi mo]	No Help	5	No tiles taken from other players, including winning tile (Self-Game)
18	象眼 [xiang yan]	Elephant Eye	1	2, 5, 8 as the pair of eye.
19	杠 [gang]	Open Kong	1	4 of a kind, taken from others
20	暗杠 [an gang]	Hidden Kong	2	4 of a kind from inside
21	两暗坎 [liang an kan]	2-set of Pongs concealed (2 Kans)	3	Winning with 2 set of Pongs in hand
22	三暗坎 [san an kan]	3-set of Pongs concealed (3 Kans)	10	Winning with 3 sets of pongs in hand

23	四暗坎 [si an kan]	4-set of Pongs concealed (4 Kans)	20	Winning with 4 sets of pongs in hand
24	五暗坎 [wu an kan]	5-set of Pongs concealed (5 Kans)	40	Winning with 5 sets of pongs in hand
25	坎坎胡 [kan kan hu]	Kan-Kan game	80	Full in-hand Pong game - no tiles taken from other players, not even last one. Concealed Kong is okay but not Open Kong.
26	一般高 [yi ban gao]	2 in same "height"	5	2 sequences of the same numbers from same suit
				
27	三般高 [san ban gao]	3 in same "height"	15	3 sequences of the same numbers from same suit
				
28	四般高 [si ban gao]	4 in same "height"	30	4 sequences of the same numbers from same suit
				
29	两相逢 [liang xiang feng]	2 get together	1	2 sequences of the same numbers from different suit
				
30	三相逢 [san xiang feng]	3 get together	10	2 sequences of the same numbers from different suit
				
31	两姐妹 [liao jie mei]	2 sisters	3	2 Pongs from the same suit and numbers next to each other
				
32	三姐妹 [san jie mei]	3 sisters	10	3 Pongs from the same suit and numbers next to each other
				
33	两兄弟 [liang xiong di]	2 brothers	3	2 Pongs from different suit but same numbers
				
34	三兄弟 [san xiong di]	3 brothers	10	3 Pongs from different suit but same numbers
				
35	四归一 [si gui yi]	4 in 2 sets	3	2 sets contain 4 identical tiles
				
36	四归二 [si gui er]	4 in 3 sets	5	3 sets, two sets contain two same tiles plus the pair of eye of the same tile
				

37	全求人 [quan qiu ren]	All the help	15	Everything is made with tiles taken from another player (nothing in hand)
38	半求人 [ban qiu ren]	Half help	8	Except the last single tile, all taken from others
39	明龙 [ming long]	Open Dragon	10	1-2-3, 4-5-6, 7-8-9 in the same suit, taken from others
40	暗龙 [an long]	Hidden Dragon	20	1-2-3, 4-5-6, 7-8-9 in the same suit, all in hand
41	杂龙 [za long]	Mixed Dragon	10	1-2-3, 4-5-6, 7-8-9 in 3 different suit
42	暗杂龙 [an za long]	Hidden Mixed Dragon	20	1-2-3, 4-5-6, 7-8-9 in 3 different suit, all in hand
43	五门齐 [wu men qi]	5 Suits	10	one set of each of the Cookies, Bamboos and Thousands, Sequence or Pong plus one Winds and Dragon suit
44	缺一门 [que yi men]	Lack of one Suit	5	No winds or Dragons and lack of one suit, i.e. lack of Bamboo or Thousands or Cookies
45	混一色 [hun yi se]	Mixed Suit	30	Winds and/or Dragon PLUS one suit (Bamboo or Thousands or Cookies)
46	清一色 [qing yi se]	Pure suit	80	One only suit (Bamboo or Thousands or Cookies)
47	碰碰胡 [peng peng hu]	Pong Pong	30	All Pongs
48	七只内 [qi zhi nei]	Game within the first 7 tiles	20	
49	十只内 [shi zhi nei]	Game within the first 10 tiles	10	
50	七抢一 [qi qiang yi]	7 robbing the last flower	40	The owner of 7 flowers wins when the 8th flower is drawn (no matter who draws it)
51	小三元 [xiao san yuan]	Small 3 Dragons	10	Pong 2 Dragons and the 3rd dragon as the Eye
52	大三元 [da san yuan]	Big 3 Dragons	20	Pong all 3 Dragons
53	小三风 [xiao san feng]	Small 3 Winds	8	Pong 2 out of 4 Winds, plus a 3rd wind as the the pair of eye

54	大三风 [da san feng]	Big 3 Winds	15	Pong 3 winds
55	小四喜 [xiao si xi]	Small 4 Winds	20	Pong 3 winds and the 4th as the eye
56	大四喜 [da si xi]	Big 4 Winds	80	Pong all 4 Winds
57	十三么 [shi san yao]	13 Ghosts	80	One tile of all the Winds and Dragons plus 1 and 9 of all Suits; any of the above as the the pair of eye; plus a set (sequence or pong, taken from others or not)
58	全么 [quan yao]	Ultimate Ghost	90	All pongs of 1 and 9
59	花么 [hua yao]	Flamboyant Ghost	30	Pong Pong but only with any combination of 1, 9 of all Suits, Winds or Dragons
60	连么 [lian yao]	Ghosty	15	All sets contain a Ghost tile. Ghost tiles are 1, 9, Winds and Dragons
61	断么 [duan yao]	Non Ghosty	5	None of the sets contain Ghost tiles
62	哩咕哩咕 [niku niku]	Niku Niku	40	8 pairs plus a set of pong, must be house clean
63	十六不搭 [shi liu bu da]	16 different tiles	50	One each of all Winds and Dragons plus 3 tiles from each Suit that are not connected. Numbers from each Suit cannot be the same. Plus any one of the 16 tiles as the pair of eye
64	十三不搭(繁) [shi san bu da (fan)]	13 different tiles (complex)	40	One each of all Winds and Dragons plus 3 tiles from each Suit that are not connected. Numbers from each Suit must be the same. Plus any one of the 16 tiles as the pair of eye
65	十三不搭(简) [shi san bu da (jian)]	13 different tiles (simple)	20	One each of all Winds and Dragons plus 3 tiles from each Suit that are not connected
66	天胡 [tian hu]	Sky Game	120	Dealer wins on first drawn tile
67	地胡 [di hu]	Earth Game	90	Non-dealer wins on the first round
68	海底捞月 [hai di lao yue]	Scooping up the moon from the bottom of the ocean	10	Winning on the last drawn tile. Only self-win