

HONOR TILES

Pung of Dragons (1 faan each)



A pung/gong of any of the three dragons.

Pung of Seat Wind (1 faan)



A pung/gong of your own seat wind.

Pung of Round Wind (1 faan)



A pung/gong of the round wind. If your seat wind is the round wind, worth a combined 2 faan.

Little Three Dragons (2 faan)



A pung/gong of two of the dragons and a pair of the third. Worth a total of 4 faan including the dragon pungs.

BONUS TILES

No Bonus Tiles (1 faan)

Not drawing any bonus tiles before completing your hand.

Own Bonus Tile (1 faan each)



Drawing a copy of the bonus tile corresponding to your seat.

All Flowers/Seasons (1 faan)



Drawing all four red season bonus tiles, or all four blue flower bonus tiles.

Six Bonus Tiles (1 faan)



Drawing a total of six bonus tiles before completing your hand.

Seven Bonus Tiles (3 faan)



Drawing a total of seven bonus tiles before completing your hand. Also, any time during your turns before discarding, you may declare a self-pick win worth exactly 3 faan, regardless of the composition of your hand.

COMPOSITION

All Chows (1 faan)



A hand made of four chows and a pair.

All Pungs (3 faan)



A hand made of four pungs and a pair.

Seven Pairs (3 faan)



A hand made of seven distinct pairs.

Half Flush (3 faan)



A hand composed of only one suit and honor tiles.

Full Flush (6 faan)



A hand composed of only one suit.

WINNING

Self-Pick (1 faan)

Drawing your winning tile from the wall.

Concealed Hand (1 faan)

A hand made with no open melds. Can be won with a discarded tile.

Last Tile Draw (1 faan)

Winning with the very last tile in the wall. Worth 2 faan by including Self-Pick.

Last Tile Discard (1 faan)

Winning with the very last discard in the game, after the wall runs out of tiles.

Win Off Replacement Tile (1 faan)

Winning with the replacement tile drawn from a bonus tile or gong. Worth 2 faan by including Self-Pick.

Gong-On-Gong (2 faan)

Using the replacement tile of a gong to make another gong, and winning with that replacement tile. Worth 3 faan by including Self-Pick.

Robbing a Gong (1 faan)

Winning off of a tile used to make a promoted gong.