

Taiwanese mahjong tai table

Defaults follow most Taiwanese tables and the big apps (only your own flower and winds count). Where tables differ, a line says so. Conditions, sources and the calculator: mahjongorchid.com/en/tai/

Tai calculator
tap in your hand,
see who pays what



Each payer: base + tai × unit

Self-draw: all three · Discard: the discarder

Dealer + 1 · streak +2N (dealer ↔ payer only)

BASICS

Dealer 莊家	1 tai
Every payment between the dealer and another player carries 1 extra tai. Payments between two non-dealers carry none.	
Dealer streak 連N拉N	2N tai
N is the number of hands in a row this dealer has kept the deal, by the dealer winning or a drawn hand. A streak of 2 is 4 tai, 5 with the dealer tai. Also played: the streak without its bonus, N instead of 2N (an option at MJOnline).	
Concealed hand 門清	1 tai
No chow, pung, exposed or added kong; a concealed kong is fine. On a discard win it scores 1; on a self-draw it becomes Concealed self-draw.	
Self-draw 自摸	1 tai
You drew the winning tile yourself, from the wall or a replacement: 1 tai. A concealed hand usually scores Concealed self-draw instead.	
Concealed self-draw 門清自摸	3 tai
A concealed hand that self-draws scores 3 on one line: Concealed hand 1, Self-draw 1 and Unaided 1. Players sum it up as “concealed and drawn makes three”.	
Unaided 不求	1 tai
When a concealed hand that declared Heavenly or Earthly ready self-draws, Concealed hand is already part of the ready bonus, so it scores Self-draw 1 plus Unaided 1 instead of Concealed self-draw. Also played: a declared hand that self-draws adds Self-draw only, without Unaided, at some tables.	

WINDS AND DRAGONS

Round wind 圈風	1 tai
A pung or kong of the round wind: 1 tai. In the East round an East pung scores for anyone.	
Seat wind 門風	1 tai
A pung or kong of your own seat wind: 1 tai. The dice decide seat winds: the player whose wall is opened is East, who is not always the dealer.	
Dragon pung 三元台	1 tai
A pung or kong of the red, green or white dragon, 1 per set.	

FLOWERS

Own flower 正花	1 tai
A flower whose number matches your seat, 1 per tile: East 1, South 2, West 3, North 4. Also played: the bamboo numbered 3 and the mum 4 (Star31 and many tables); every flower in this app carries its number.	
Flower set 花槓	2 tai
All four plants or all four seasons: 2 tai, in place of that series' own flower. The other series' own flower still counts. Also played: 2 on top of the own flower, 3 for the series, at some tables.	

HOW YOU WON

One-tile wait 邊張 · 中洞 · 單吊 · 獨聽	1 tai
The hand waited on one tile kind only: edge, closed, pair or another single wait.	
Robbing a kong 搶槓	1 tai
You win on the tile another player adds to an exposed pung: 1 tai. It counts as their discard, so they pay alone and there is no Self-draw.	
Win on a replacement 槓上開花	1 tai
You self-draw on the replacement tile after a kong or a flower: 1 tai, plus Self-draw.	
Last-tile self-draw 海底撈月	1 tai
You self-draw the last drawable tile: 1 tai, plus Self-draw.	
Last-discard win 河底撈魚	1 tai
You win on the discard made after the last drawable tile: 1 tai. Also played: not scored at all on Gamesofa or Star31.	
All melded 全求人	2 tai
All five sets claimed, one tile left in hand, won on a discard: 2 tai. No Pair wait on top.	
All melded, self-drawn 半求人	1 tai
As All melded, but self-drawn: 1 tai, plus Self-draw.	

HAND SHAPES

All chows 平胡	2 tai
Five chows and a pair of suited tiles, no honours, no flowers, won on a discard with a two-sided wait: 2 tai. Concealed hand adds on top.	
Three concealed pungs 三暗刻	2 tai
Three pungs you drew yourself, concealed kongs included: 2 tai. A pung finished by another player's discard is not concealed.	
Four concealed pungs 四暗刻	5 tai
Four concealed pungs: 5 tai, in place of Three concealed pungs.	
Five concealed pungs 五暗刻	8 tai
Five concealed pungs: 8 tai, in place of Four concealed pungs.	
All pungs 碰碰胡	4 tai
Five pungs or kongs and a pair, no chows: 4 tai.	
Half flush 混一色	4 tai
One suit plus honours: 4 tai.	
Full flush 清一色	8 tai
One suit, no honours: 8 tai.	
All honours 字一色	16 tai
Honours only: 16 tai, without All pungs on top. Also played: 8 on Gamesofa (神來也), Star31 and MJOnline.	

BIG AND SPECIAL HANDS

Little three dragons 小三元	4 tai
Two dragon pungs and a dragon pair: 4 tai, in place of Dragon pung.	
Big three dragons 大三元	8 tai
Pungs of all three dragons: 8 tai, in place of Dragon pung.	
Little four winds 小四喜	8 tai
Three wind pungs and a wind pair: 8 tai. Round wind and Seat wind still add. Also played: no Round or Seat wind on top, at the NTU Cup and some home tables.	
Big four winds 大四喜	16 tai
Pungs of all four winds: 16 tai, in place of Round wind and Seat wind.	
Declared ready 宣告聽牌	1 tai
You declare your ready hand: 1 tai. After that you may only discard the tile you draw.	
Earthly ready 地聽	4 tai
Declared ready after your first draw, before any chow, pung or kong: 4 tai, in place of Declared ready and Concealed hand. Also played: 8 at many home tables, often as Migi (咪幾): ready within the first few discards.	
Heavenly ready 天聽	8 tai
Ready on the dealt tiles and declared with your first discard, before any chow, pung or kong: 8 tai, in place of Declared ready and Concealed hand. Also played: 16 at many home tables; Gamesofa does not play it.	
Human win 人胡	16 tai
A non-dealer wins on a discard before their own first draw, with no chow, pung or exposed kong made before it: 16 tai. Also played: 8 where a win on any player's first discard of the hand counts (Gamesofa, MJOnline).	
Earthly win 地胡	16 tai
A non-dealer self-draws on their very first draw, with no chow, pung or exposed kong made before it: 16 tai. Also played: Gamesofa counts it even after others have chowed or punged.	
Heavenly win 天胡	24 tai
The dealer wins on the opening 17 tiles, after flower replacement and before any discard: 24 tai. Also played: 16 at some tables and at the Mahjong Masters tournaments.	
Eight Immortals 八仙過海	8 tai
All eight flowers: an instant win worth 8, paid by all three.	
Seven robs one 七搶一	8 tai
You hold seven flowers and take the eighth from another player: an instant win worth 8, paid by that player alone. Also played: not played in the Mahjong Masters or Chinese Mahjong League tournament rules.	
Flower win from the deal 配牌花胡	4 tai
The deal itself gives you Eight Immortals or Seven robs one: 4 more on top of its 8, 12 in all. Also played: most tables score the flower win alone, without this line.	

EVERY-FLOWER TABLES

No Round wind, Seat wind or Own flower; instead: Any flower 1 · Any wind pung 1 · No honours, no flowers 2 · Exposed kong 1 · Concealed kong 2