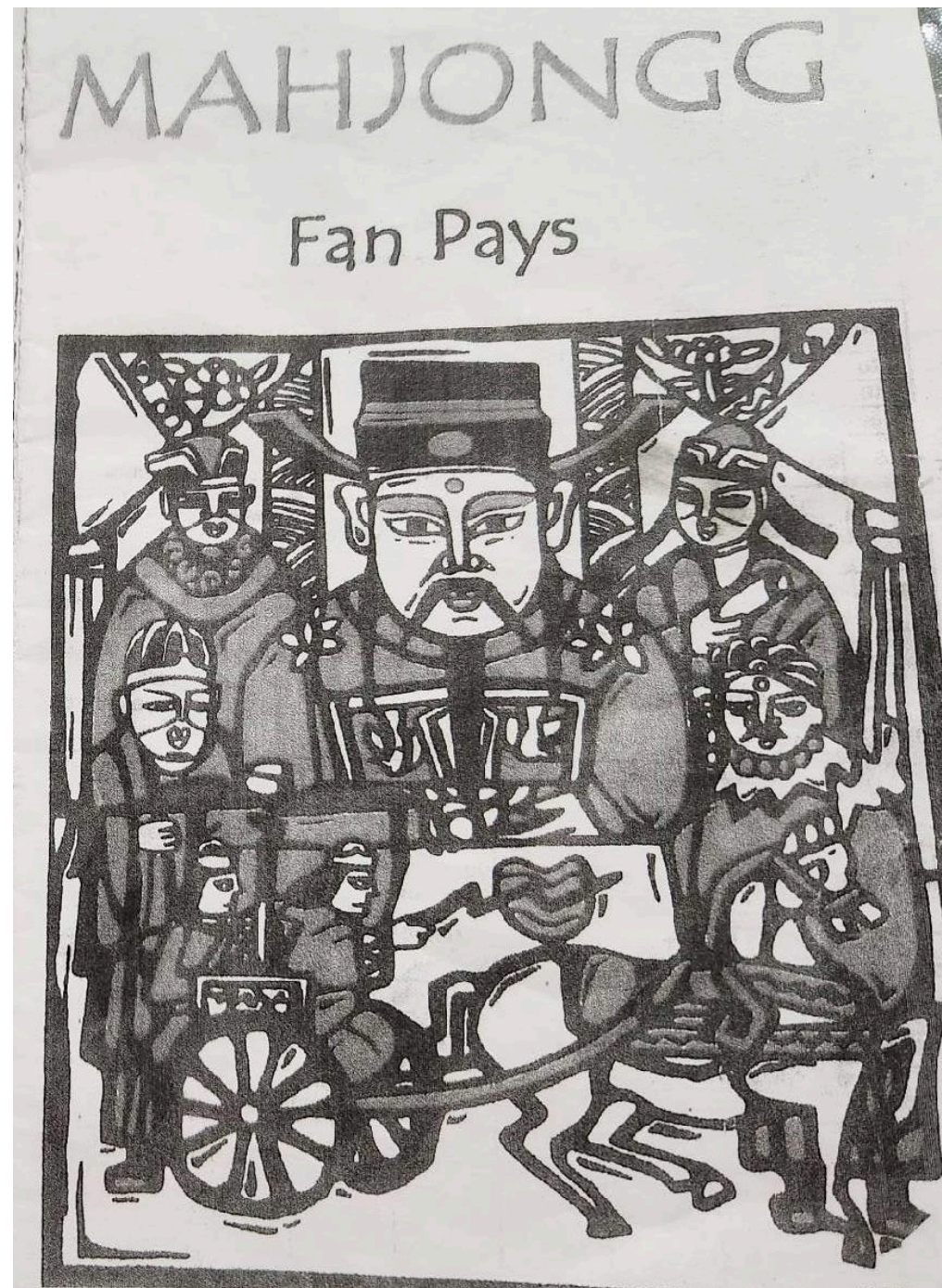


Fans	Pungs	
1	Concealed Pung	Non-honor
1	Exposed Honor Pung	Dragon or Wind
2	Concealed Honor Pung	Dragon or Wind
2	Drawing to the Pung for MJ	Self-drawn Pung (No credit for concealed Pung)
5	Three Concealed Pungs	Any suit or Honor (Receives Honor credits)
7	Three Consecutive Pungs	Pungs in same suit; 111-222-333 in all Cracks, Bams or Dots.
10	Four Concealed Pungs	Four sets of Pungs in hand
10	Minor Dragon Group	Two Dragon Pungs plus a pair of Dragons (No Honors credit)
20	Five Concealed Pungs	Only call is for MJ
40	Five Consecutive Pungs	Five consecutive Pungs in same suit
Fans	Chows	
5	Small Chow	All Chows with Flowers; pair cannot be Honors
10	Big Chow	All Chows with no Flowers. Pair cannot be Wind or Dragon (No credit for No Flowers or Honors)
Fans	Kongs	
2	Exposed Non-Honor Kong	Exposed set of Cracks, Bams, or Dots
2	Stealing the Kong for MJ	Player draws 4th tile for an exposed Pung to make a Kong. The tile may be stolen at that time only to make a MJ & the player that drew the 4th tile pays.
3	Concealed Non-Honor Kong	Concealed set of Cracks, Bams, or Dots
3	Exposed Honor Kong	Winds or Dragons
3	Secret Kong	Any player who declares a concealed Kong during the hand immediately receives one (1) fan from the other three players
4	Concealed Honor Kongs	Winds or Dragons
7	Three Concealed Honor Kongs	Any suit or Honor (Receives Honor bonus)
10	Four Exposed Kongs	Four sets of exposed Kongs
15	Four Concealed Kongs	any suit, wind or dragon
30	Five Exposed Kongs	MJ with 5 exposed Kongs of any suit

Fans	Pungs or Kongs	
5	Small Breezy	Two Wind Pungs or Kongs and a pair of Winds
15	Big Breezy	Three Wind Pungs or Kongs; concealed or exposed
Family Credits		
2	Father and Son	Pungs of 1's and 9's in the same suit
2	Mother and Daughter	Chows of 1-2-3 and 7-8-9 in the same suit
2	Two Sisters	Two Chows; same numbers same suit
5	Five Families	All 5 suits; Cracks, Bams, & Dots, one Wind & one Dragon in any combination of Chows, Pungs, or Kongs. Pair not counted as one of the families. (No credit for Honors)
7	Three Cousins	Pungs or Chows in different suits; Cracks, Bams & Dots.
7	Three Sisters	Three Chows same numbers, same suit.
10	Fathers and Sons	Two sets of 1's and 9's in two different suits.
Fans	Dealer Credits	
1	Dealer MJ	Dealer MJ's; either self-drawn or called
1	Dealer Penalty	Dealer gives one fan for each consecutive win if the dealer has thrown the MJ tile or the winning tile was self-drawn.
1	First Dealer Discard	Tile is placed horizontal to Chow, Pung, or Kong.
1	Repeat Dealership	Four-handed game only. Dealer gets one fan for each consecutive win. Dealer maintains the dealership until they give MJ or another player makes MJ
40	Dealer MJ	Dealer opens with MJ in hand
Fans	Flowers/Honors	
1	No Flowers or Each Flower	
1	No Honors	Includes Wind and Dragon pairs
3	Flower Wall Win	MJ with tiles picked directly from the Flower Wall (no credit for self draw)
3	No Flowers and No Honors	MJ with no Flowers, Winds or Dragons
5	Four Flowers/Four Seasons	Have 1,2,3,4 in Flower tiles of same color
20	Small Windy	Three set of Winds with a Wind as a pair
30	Big Windy	All four Winds; Pungs & Kongs can be mixed
30	All Eight Flower Tiles	All 8 Flowers

Fans	Mahjongg(MJ)	
4	Drawing to a Good Pair	MJ by drawing to a good a pair of 2's, 5's or 8's in the hand. (No credit for having the good pair)
1	Last Chance	MJ on the very last tile from the Wall
1	Only One Possible	MJ with the 3 or 7 of the 1-2-3 or 7-8-9 Chow
1	Self-Drawn MJ	Self-drawn MJ tile; all players pay
2	Buried Treasure	Concealed hand; only call is for MJ
2	Innie (or Tweenie)	MJ with the middle tile of a Chow
2	Pair of 2's, 5's, or 8's	MJ with a pair of 2's, 5's or 8's in the hand.
2	True 2	MJ by picking or calling a tile for the pair.
3	Uniquely Five	MJ with a 5 in the middle of the Chow (4-5-6). (No credit for "Innie")
5	All Help MJ	All tiles are taken from other discards to make MJ, including pair (no credit for True Two)
5	Only Two Suits	MJ using only two of the five suits
40	Terrestrial Blessing	MJ on the first tile discarded by the Dealer
40	Heavenly Blessing	MJ on the first tile picked from the Wall.
Fans	Specials	
5	Minimum payout for any MJ	
7	Dragon's Tail	A run from 1-9 in the same suit (No credit for Mother & Daughter)
15	Mixed Purity	All one suit; Cracks, Bams or Dots with Pung or Kong of Honors
15	Pungamania	All Pungs or Kongs exposed or concealed (Receives all credits for Kongs, hidden Pungs and Honors)
20	All Pairs Hand	7 pairs and a Pung (all concealed)
20	Major Dragons Group	Pungs of all 3 Dragons – Red, Green, White
30	Purely Honors	All Honors; Pungs or Kongs; concealed or exposed. Pair must be Honor (No credit for Pungamania)
40	Purity	All Chows, Pungs or Kongs in the same suit (Cracks, Bams or Dots) including the pair.



Suits in Asian MJ: Cracks, Bams, Dots; Winds, and Dragons = Honors
 Chow = run of 3 in Cracks, Bams or Dots
 Pung = 3 of a kind in Cracks, Bams, Dots, Winds or Dragons