

Faan		Common Hands	
0	Chicken Hand	<i>Gai wu</i>	Winning hand worth zero faan
1	All Sequences	<i>Ping wu</i>	Four sequences
3	All Triplets	<i>Deoi deoi wu</i>	Four triplets or quads
3	Half Flush	<i>Wan jat sik</i>	Only one suit and honors
4	Seven Pairs	<i>Cat deoi zi</i>	Seven different pairs
6	Flush	<i>Cing jat sik</i>	All tiles are of the same suit
Faan		Valuable Sets	
1	Green Dragon	<i>Faat coi</i>	Triplet or quad of the green dragon
1	Red Dragon	<i>Hung zung</i>	Triplet or quad of the red dragon
1	White Dragon	<i>Baak baan</i>	Triplet or quad of the white dragon
1	Prevailing Wind	<i>Hyun fung</i>	Triplet or quad of the prevailing wind of the round
1	Seat Wind	<i>Mun fung</i>	Triplet or quad of the player's seat wind
Faan		Rare Hands	
4	Little Three Dragons	<i>Siu saam jyun</i>	Two dragon triplets (or quads) and a pair of the third
5	Little Four Winds	<i>Siu sei hei</i>	Three wind triplets (or quads) and a pair of the fourth
6	Three Dragons	<i>Daai saam jyun</i>	Triplets or quads of all three dragons
7	All Honors	<i>Zi jat sik</i>	All tiles are honors
Limit	All Quads	<i>Sei gong zi</i>	Four quads
Limit	All Terminals	<i>Jiu gau</i>	Four triplets or quads of terminals and a pair of the same
Limit	Four Winds	<i>Daai sei hei</i>	Triplets or quads of all four winds
Limit	Hidden Treasure	<i>Sei am hak</i>	Four completely self picked triplets or quads
Limit	Nine Gates	<i>Gau zi lin waan</i>	1112345678999 of the same suit and 14 <sup>th</sup> tile of the same
Limit	Thirteen Orphans	<i>Sap saam jiu</i>	One of each terminal and honor, and 14 <sup>th</sup> tile of the same
Faan		Winning Conditions	
1	Concealed Hand	<i>Mun cin cing</i>	Completely concealed hand, win may be from discard
1	Robbing a Quad	<i>Coeng gong</i>	Winning when someone declares an open quad
1	Self-Draw	<i>Zi mo</i>	Winner draws the winning tile from the wall
1	Win on Last Tile	<i>Hoi dai lau jyut</i>	Winning on the last tile from the wall, or the last discard
2	Win on Quad	<i>Gong soeng hoi faa</i>	Winning on replacement tile of a quad
4	Win on Two Quads	<i>Gong soeng gong</i>	Winning on replacement tile of second quad in a row
Limit	Earthly Hand	<i>Dei wu</i>	Win from East's first discard
Limit	Heavenly Hand	<i>Tin wu</i>	East wins with initial hand

Essential Cantonese	
<b>Claim discard</b>	
<i>Soeng</i>	sequence ("Up")
<i>Pung</i>	triplet
<i>Gong</i>	quad
<i>Sik wu</i>	win ("I am eating")
<b>Suits</b>	
<i>Maan zi</i>	Character suit
<i>Sok zi</i>	Bamboo suit
<i>Tung zi</i>	Circles suit
<i>Faan zi</i>	Honor tiles
<i>Fung paai</i>	Winds suit
<i>Saam jyun paai</i>	Dragon suit



Win on			
Faan	Laak	Discard	Self-Draw
0	–	\$15	\$5
1	–	\$30	\$10
2	–	\$75	\$25
3	–	\$150	\$50
4+	1	\$300	\$100
7+	2	\$600	\$200
10+	3	\$900	\$300

**Discard:** Guilty player pays | **Self-Draw:** Everyone pays

Tiles	
<i>Dung</i>	<i>Naam Sai Bak Baak Faat Zung</i>
East	South West North White Green Red



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