MCR Combinations for Beginners

There are many combinations for points in MCR that can be overwhelming for beginners. You should, therefore, put your focus on the most common ones as these are what you will tend to see in any given game.

Some key notes:
- Chow based combinations (sequences / 1-2-3) are most common to see (and most flexible)
- Combinations that have the word "**mixed**" require 1 of each number suit (character + bamboo + circles) to achieve it
- Combinations that have the word "**pure**" or "**flush**" always require only one number suit to achieve it
- Winds and dragons are referred to as **Honours**
- 1's and 9's are referred to as **Terminals**

1-point combinations

It is important to know what all the 1-point combinations are as you will most likely need them to get to the 8-point minimum required for a valid win

Short Straight
Two chows in the same suit that run consecutively after one another to make a six-tile straight
Number of sets required to achieve this: 2
Number of suits required to achieve this: 1

Set 1   Set 2

Double Chow (Mixed and Pure)
Two chows of the same sequence
Number of sets required to achieve this: 2
Number of suits required to achieve this: 2 for mixed, 1 for pure

Mixed

Set 1   Set 2

Pure

Set 1   Set 2

Terminal Chows (Pure)
Chows of 1-2-3 and 7-8-9 in the same suit
Number of sets required to achieve this: 2
Number of suits required to achieve this: 1

Set 1   Set 2

Pung of Terminals or Honours

A pung of 1's, 9's or wind (that is not a seat or round wind)

Example 1 Example 2 Example 3

1 Voided Suit

A hand that uses tiles from only 2 of the 3 number suits (i.e. it is missing tiles from 1 of the 3 suits)

Set 1 Set 2 Set 2 Set 2 Pair   Bamboo tiles are missing

No Honours

A hand where there are no winds or dragons

Set 1 Set 2 Set 2 Set 2 Pair   Winds and Dragons are missing

Single / Closed / Edge Wait

Single: waiting solely to complete the pair
Closed: waiting solely for a a tile whose number is in the middle of a chow set
Edge: waiting solely for a 3 to form a 1-2-3 chow, or solely for a 7 to form a 7-8-9 chow

Single

Closed   Closed

Edge   Edge

Melded (Open) Kong

A kong that was claimed from another player or promoted from a melded pung

Example 1

Self-draw

Drawing the winning tile yourself from the wall

2-point combinations

It is important to know what the all the 2-point combinations are as you will most likely need them to get to the 8-point minimum required for a valid win

All Chows
A hand where every set is a sequence (e.g. 1-2-3)
May not contain honour pairs, therefore, may not count points for "No Honours"

Set 1   Set 2   Set 3   Set 4   Pair

All Simples
All sets contain tiles from 2-8 only. May be a mix of both chows and pungs.

Set 1   Set 2   Set 3   Set 4   Pair

Dragon Pung
A pung of 1 dragon set (red, white or green)

Example 1

Seat Wind Pung or Round Wind Pung
A pung of your seat wind or a pung of the current round wind.
If your seat wind is the same as the round wind and you have a pung in that, you can combine the points together (i.e. 2 points + 2 points)

Example 1

Concealed (hidden) Hand
All the tiles in your hand were drawn from the wall, but the winning tile is from a discard

Set 1   Set 2   Set 3   Set 4   Pair

Tile Hog
Using all four of a single suit tile without using them as any kind of kong

Set 1   Set 2   Hogging the 8 bamboo tile in a chow set and a pung set

Double Pung
Two Pungs of the same number in two different suits.

Set 1   Set 2

2 Concealed (hidden) Pungs
Completing 2 pung sets on your own (i.e. not from discarded tiles)

1 Concealed (hidden) Kong
Created when you upgrade a concealed (hidden) pung set on your own (i.e. when you draw the 4th identical tile from the wall to add to your completed pung set)
Must be declared as a kong by putting all 4 identical tiles faced down in front of you
Once it's been declared as a kong, that set is locked even though it is concealed

4-point combinations

It is important to know what the most common 4-point combinations are as you will most likely need them to get to the 8-point minimum required for a valid win

Outside Hand
All sets include terminals and honours, including the pair
May be a mix of both chows and pungs

Set 1 - honours   Set 2 - honours   Set 3 - Terminal 1   Set 4 - Terminal 9   Pair - Terminal 1

Fully Concealed Hand
All the tiles in your hand were drawn from the wall, including the winning tile
May be a mix of both chows and pungs, but can be a bit more challenging to find the reminding points with pung sets in the mix

Set 1   Set 2   Set 3   Set 4   Pair

Last Tile
Winning on a tile that is the last visible tile of its kind
"Visible" includes tiles in the discard pool and in open sets
Example: when you or someone pungs a tile to show 3 identical tiles, the last physical tile of its kind that is played out by anyone or drawn by you is the "last tile".
Note: You can only count it as "last tile" if you win on it.

Visible pung set   The last 8 bamboo tile will be counted as the last tile if you win on it

6-point combinations

With a minimum of 8 points needed to make a valid win, it is relatively easy to find 2 points elsewhere to add to your 6-point base combination. Bear in mind that the lower point combinations tend to be easier and faster to achieve, and in MCR, it is important to start waiting for your winning tile as soon as possible. A 6-point combination is a good base to build on.

Mixed Shifted Chows

A combination where the 2nd and 3rd set **shifts one number up from the last**.
Number of sets required to achieve this: 3
Number of suits required to achieve this: 3

| Set 1 | Set 2 | Set 3 | Set 4 (padding) | Pair |

What you often combine with to get the minimum 8 pts:

2 pts	All Chows	All Simples	Dragon Pung	Seat/Round Wind Pung	
1 pt	Short Straight	Double Chow	Terminal Chow	Single/Closed/Edge Wait	Self-draw

Half Flush

A combination that contains only **1 suit mixed with Honors**
Number of sets required to achieve this: all 4 sets and a pair
May be a mix of both chows and pungs

| Set 1 | Set 2 | Set 3 | Set 4 | Pair |

What you often combine with to get the minimum 8 pts:

2 pts	Dragon Pung	Seat/Round Wind Pung			
1 pt	Short Straight	Double Chow	Terminal Chow	Single/Closed/Edge Wait	Self-draw

All Pungs

A combination where **all sets consist of pungs**
Number of sets required to achieve this: all 4 sets and a pair
May be a mix of all suits

| Set 1 | Set 2 | Set 3 | Set 4 | Pair |

What you often combine with to get the minimum 8 pts:

2 pts	All Simples	Double Pung	Dragon Pung	Seat Wind Pung	Round Wind Pung
1 pt	Terminal Pung	Voided Suit	Single Wait	Melded Kong	Self-draw

All Types

A combination that includes all **5 suits**
Number of sets required to achieve this: all 4 sets and a pair
May be a mix of chows and pungs

| Set 1 | Set 2 | Set 3 | Set 4 | Pair |

What you often combine with to get the minimum 8 pts:

2 pts	Dragon Pung	Seat/Round Wind Pung			
1 pt	Short Straight	Double Chow	Terminal Pung	Single/Closed/Edge Wait	Self-draw

Melded Hand (Open Hand)

A combination where **every single set is open**, including the pair
Number of sets required to achieve this: all 4 sets and a pair
May be a mix of chows and pungs
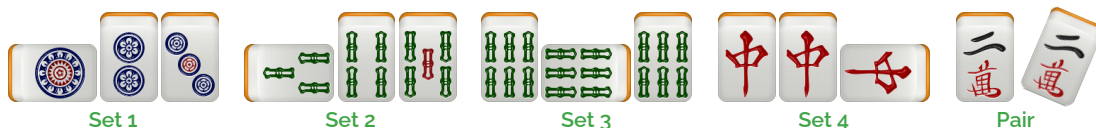
| Set 1 | Set 2 | Set 3 | Set 4 | Pair |

What you often combine with to get the minimum 8 pts:

2 pts	All Chows	All Simples	Dragon Pung	Seat/Round Wind Pung		
1 pt	Voided suit	No Honours	Double Chow	Terminal Pung	Terminal Chow	Short Straight

Notes:
- The winning tile will always be to complete your pair. You are allowed to change what pair you are waiting for, but you can never count "Single wait" for this hand as it a given that this is that you can only win on a single wait
- You can never self-draw this hand because the very last tile must be from a discard to be considered a "meld" (open)

8-point combinations

These combinations are enough on their own to make a valid win since they meet the minimum 8-points requirement. Here are the most common ones in this category that you should remember.

Mixed Triple Chows

A combination that consists of the **same sequence in each of the number suit**
Number of sets required to achieve this: 3 sets
Number of suits required to achieve this: 3
Padding set can be anything (pung, chow, terminals, honours)

| Set 1 | Set 2 | Set 3 | Set 4 (padding) | Pair |

Mixed Straight

A combination that consists **1-9 in three number suits**
Number of sets required to achieve this: 3 sets
Number of suits required to achieve this: 3
Padding set can be anything (pung, chow, terminals, honours)

Set 1   Set 2   Set 3   Set 4 (padding)   Pair

Robbing the Kong

Winning off the tile that somebody adds to a melded pung (to create a Kong)
The points for Last Tile may not be combined

Replacing the Kong

Winning on the replacement tile drawn after achieving a kong

Last Tile Claim / Last Tile Draw

A combination where all sets (including the pair) containing **tiles from 6 to 9**
Number of sets required to achieve this: all 4 sets and a pair
May be a mix of chows and pungs

12-point combinations

These combinations are enough on their own to make a valid win since they meet the minimum 8-points requirement. Here are the most common ones in this category that you should remember.

Lower Four

A combination where all sets (including the pair) contain **tiles from 1 to 4**
Number of sets required to achieve this: all 4 sets and a pair
May be a mix of chows and pungs

Set 1   Set 2   Set 3   Set 4   Pair

Upper Four

A combination where all sets (including the pair) contain **tiles from 6 to 9**
Number of sets required to achieve this: all 4 sets and a pair
May be a mix of chows and pungs

Set 1   Set 2   Set 3   Set 4   Pair

These combinations are enough on their own to make a valid win since they meet the minimum 8-points requirement. Here are the most common ones in this category that you should remember.

Pure Straight

A combination that consists of tiles from **1 to 9 in one number suit**
Number of sets required to achieve this: 3 sets
Number of suits required to achieve this: 1
Padding set can be anything (pung, chow, terminals, honours)

| Set 1 | Set 2 | Set 3 | Set 4 (padding) | Pair |

Pure Shifted Chows (version 2)

A combination where the 2nd and 3rd set **shifts two numbers up from the last**
Number of sets required to achieve this: 3 sets
Number of suits required to achieve this: 1
Padding set can be anything (pung, chow, terminals, honours)

| Set 1 | Set 2 | Set 3 | Set 4 (padding) | Pair |

These combinations are enough on their own to make a valid win since they meet the minimum 8-points requirement. Here are the most common ones in this category that you should remember.

Full Flush

A combination where all tiles are in the same suit
Number of sets required to achieve this: all 4 sets and a pair
May be a mix of chows and pungs

| Set 1 | Set 2 | Set 3 | Set 4 | Pair |

Seven Pairs

A combination where all sets consists of pairs in any suit
This is one of the combinations that is not your usual 4 sets and a pair structure
May not open any pair on someone's discard unless you are declaring a win on the last pair

| Pair 1 | Pair 2 | Pair 3 | Pair 4 | Pair 5 | Pair 6 | Pair 7 |