

**SUITED TILES (4 of each · 108 total)**

**MANZU**

1 liman	2 Ryanman	3 Sanman	4 Suuman	5 Uuman	6 Rouman	7 Chiiman	8 Paaman	9 Kyuuman
一萬	二萬	三萬	四萬	五萬	六萬	七萬	八萬	九萬

**SOUZU** 1 lisou (樹)

**PINZU** 1 lipin (牌)

**HONOR TILES (4 of each · 28 total)**

**WINDS**

East Ton	South Nan	West Shaa	North Pei
東	南	西	北

**DRAGONS**

White Haku	Green Hatsu	Red Chun
白	緑	赤

**SEAT WINDS**

西 · West
北 · North
Dealer
東 · East
南 · South

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# RIICHI MAHJONG · YAKU

SCORING →

**CLOSED HANDS ONLY**

**1 Riichi 立直** **BASIC**  
1000 point bet. Cannot change hand, discard draws unless you win.  
+1 **Ippatsu** 一発 · Win before your next discard. Calls invalidate.  
+1 **Double** ダブル · Declare on your first discard. Calls invalidate.

**1 Menzen Tsumo 門前清自摸和 · FULLY CONCEALED HAND**  
Draw your winning tile with a closed hand.

**1 Pinfu 平和 · NO POINTS HAND**  
A hand worth 0 fu. All sequences, with a non-Yakuhai pair and a two sided open wait. (23, not 12, 13, or 1234, eg.)  $\begin{matrix} \text{win} \\ \text{2} \text{3} \text{4} \end{matrix}$

**1 Iipeikou 一盃口 · PURE DOUBLE SEQUENCE**  
Two of the exact same sequence.  $\begin{matrix} \text{1} \text{2} \text{3} \text{1} \text{2} \text{3} \end{matrix}$

**3 Ryanpeikou 二盃口 · TWICE PURE DOUBLE SEQUENCE**  
Two iipeikous. May be different.  $\begin{matrix} \text{1} \text{2} \text{3} \text{1} \text{2} \text{3} \text{1} \text{2} \text{3} \text{1} \text{2} \text{3} \end{matrix}$

**2 Chiitoitsu 七対子 · SEVEN PAIRS**  
Seven different pairs.  $\begin{matrix} \text{1} \text{1} \text{2} \text{2} \text{3} \text{3} \text{4} \text{4} \text{5} \text{5} \text{6} \text{6} \text{7} \text{7} \end{matrix}$

**NO SPECIFIC HAND REQUIRED**

**1 Haitei Raoyue 海底撈月 · UNDER THE SEA**  
**Houtei Raoyui 河底撈魚 · UNDER THE RIVER**  
Win on the last draw or discard from the wall.

**1 Rinshan Kaihou 嶺上開花 · AFTER A KAN**  
Win on the dead wall draw after calling kan.

**1 Chankan 搶槓 · ROBBING A KAN**  
Win off a player upgrading a called triplet to a kan.

**5 Nagashi Mangan 流し満貫 · MANGAN AT DRAW**  
At the end, discarded only 1s, 9s, and honors, with none called.

**★ Tenhou 天和 · BLESSING OF HEAVEN**  
**Chiihou 地和 · BLESSING OF EARTH**  
Win on your opening hand or first draw. Calls invalidate.

**1+ Yakuhai 役牌 · VALUE TRIPLET** **BASIC**  
A set (or kan) of value honor tiles. Score for each set.  
**Sangenpai** 三元牌 DRAGONS · Any of the three dragons.  $\begin{matrix} \text{中} \text{中} \text{中} \end{matrix}$   
**Bakaze** 場風 PREVALENT WIND · The round wind.  $\begin{matrix} \text{E} \text{E} \text{E} \end{matrix}$   
**Jikaze** 自風 SEAT WIND · Your seat wind. Dealer is East.  $\begin{matrix} \text{N} \text{N} \text{N} \end{matrix}$

**2 Shousangen 小三元 · LITTLE THREE DRAGONS**  
Two sets and a pair of each dragon.  $\begin{matrix} \text{ } \text{ } \text{ } \text{發} \text{發} \text{發} \text{中} \text{中} \end{matrix}$

**★ Daisangen 大三元 · BIG THREE DRAGONS**  
A set of each of the three dragons.  $\begin{matrix} \text{ } \text{ } \text{ } \text{發} \text{發} \text{發} \text{中} \text{中} \text{中} \end{matrix}$

**★ Shousuushi 小四喜 · FOUR LITTLE WINDS**  
Three sets and a pair of each wind.  $\begin{matrix} \text{E} \text{E} \text{E} \text{S} \text{S} \text{S} \text{W} \text{W} \text{W} \text{N} \text{N} \end{matrix}$

**★ Daisuushi 大四喜 · FOUR BIG WINDS**  
A set of each of the four winds.  $\begin{matrix} \text{E} \text{E} \text{E} \text{S} \text{S} \text{S} \text{W} \text{W} \text{W} \text{N} \text{N} \text{N} \end{matrix}$

**1 Tanyao 断么九 · ALL SIMPLS** **BASIC**  
Only the tiles 2 through 8. (no 1s, 9s, or honors)  $\begin{matrix} \text{2} \text{3} \text{4} / \text{5} \text{5} \text{5} \end{matrix}$

**1+ Sanshoku Doujun 三色同順 · MIXED TRIPLE SEQUENCE**  
The same sequence in each suit.  $\begin{matrix} \text{1} \text{2} \text{3} \text{1} \text{2} \text{3} \text{1} \text{2} \text{3} \end{matrix}$

**1+ Ittsu 一气通貫 · PURE STRAIGHT**  
The sequences 123, 456, and 789 in a suit.  $\begin{matrix} \text{1} \text{2} \text{3} \text{4} \text{5} \text{6} \text{7} \text{8} \text{9} \end{matrix}$

**1+ Chanta 全帯么九 · HALF OUTSIDE HAND**  
All groups contain a 1, 9, or honor.  $\begin{matrix} \text{1} \text{2} \text{3} / \text{9} \text{9} \text{9} / \text{中} \text{中} \text{中} \end{matrix}$

**2+ Junchan 純全帯么 · FULLY OUTSIDE HAND**  
All groups contain a 1 or 9. (no honors)  $\begin{matrix} \text{1} \text{2} \text{3} / \text{9} \text{9} \text{9} \end{matrix}$

**2 Honroutou 混老頭 · ALL TERMINALS AND HONORS**  
Only 1s, 9s, and honors. (no 2 through 8)  $\begin{matrix} \text{9} \text{9} \text{9} / \text{中} \text{中} \text{中} \end{matrix}$

**★ Chinroutou 清老頭 · ALL TERMINALS**  
Only 1s and 9s. (no 2 through 8 or honors)  $\begin{matrix} \text{9} \text{9} \text{9} \end{matrix}$

**★ Tsuiisou 字一色 · ALL HONORS**  
Only honors. (no suited tiles)  $\begin{matrix} \text{中} \text{中} \text{中} \end{matrix}$

**2 Toitai 対々 · ALL TRIPLETS** **BASIC**  
Only triplets (or kans), no sequences.

**2 Sanankou 三暗刻 · THREE CONCEALED TRIPLETS**  
Three concealed triplets. The rest of the hand may be open.

**★ Suuankou 四暗刻 · FOUR CONCEALED TRIPLETS**  
Four concealed triplets.  
+★ **Tanki 四暗刻単騎 SINGLE WAIT** · Waiting to make a pair.

**2 Sankantsu 三槓子 · THREE QUADS**  
Three kans.

**★ Suukantsu 四槓子 · FOUR QUADS**  
Four kans.

**2 Sanshoku Doukou 三色同刻 · TRIPLE TRIPLETS**  
The same triplet in each suit.  $\begin{matrix} \text{1} \text{1} \text{1} \text{1} \text{1} \text{1} \text{1} \text{1} \text{1} \end{matrix}$

**2+ Honitsu 混一色 · HALF FLUSH** **BASIC**  
Only one suit plus honors.

**5+ Chinitsu 清一色 · FULL FLUSH**  
Only one suit. (no honors)

**★ Ryuiisou 緑一色 · ALL GREEN**  
A hand consisting of only green tiles.  $\begin{matrix} \text{2} / \text{3} / \text{4} / \text{6} / \text{8} / \text{發} \end{matrix}$

**★ Chuuren Poutou 九連宝燈 · NINE GATES**  
1112345678999 in one suit and an extra tile of that suit.  
+★ **Junsei 純正九蓮宝燈 TRUE** · With a nine-sided wait.

**★ Kokushi Musou 国士無双 · THIRTEEN ORPHANS**  
Each terminal and honor and a pair.  $\begin{matrix} \text{1} \text{9} \text{1} \text{9} \text{1} \text{9} \text{E} \text{S} \text{W} \text{N} \text{ } \text{發} \text{中} \end{matrix}$   
+★ **13-wait 国士無双13面待ち** · With a thirteen-sided wait.

YAKU WITH A + ARE WORTH +1 HAN WHEN CLOSED.

**1+ Dora ドラ**  $\begin{matrix} \text{9} > \text{1} \end{matrix}$   $\begin{matrix} \text{E} > \text{S} > \text{W} > \text{N} > \text{E} \end{matrix}$   $\begin{matrix} \text{ } > \text{發} > \text{中} > \text{ } \end{matrix}$   
One indicator flipped at the start of each hand, points to the dora.  
A kan dora カンドラ is flipped per kan. Ura dora 裏ドラ are revealed after a riichi win. Red 5s 赤ドラ are also dora. **Cannot win with just dora.**

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**SOUZU** 1 lisou

**PINZU** 1 lipin

**HONOR TILES (4 of each · 28 total)**

**WINDS**

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東	南	西	北

**DRAGONS**

White Haku	Green Hatsu	Red Chun
白	緑	紅

**SEAT WINDS**

西 · West		東 · East
北 · North	Dealer	南 · South

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# RIICHI MAHJONG · SCORING

YAKU →

**1. HAN**

Sum all yaku in the hand  
+ 1 han for each + yaku with a closed hand

**DID YOU RIICHI?**  
Reveal the tile under each dora indicator as *ura dora*  
+ 1 han for each dora tile in the hand

Dora order:  >  >  >   
9 > 1 E > S > W > N > E

**5 OR MORE HAN?**  
No fu count. Go to **5**

**2. GROUP FU**

**CHIITOITSU (SEVEN PAIRS)?**  
The hand is worth 25 fu  
Go to **5**

**For each of the 4 groups:**  
**SEQUENCE? 234**  
The group is worth 0 fu

**TRIPLET OR KAN? 888**  
The group is worth 2 fu...  
× 2 if not called (pon/ron)  
× 2 if a terminal or honor  
× 4 if it's a kan

**3. WAIT AND PAIR FU**

**For the winning tile:**  
**SINGLE WAIT? 13 / 89**  
The wait is worth 2 fu

**PAIR WAIT? 2 / 6789**  
The wait is worth 2 fu

**For the pair:**  
**DRAGON?**  
The pair is worth 2 fu

**ROUND OR SEAT WIND?**  
The pair is worth 2 fu...  
× 2 if it's both

**4. HAND FU**

Base hand value: 20 fu

**CLOSED RON?**  
+ 10 fu

**NO GROUP / WAIT / PAIR FU?**  
The hand is **pinfu** if closed or worth 30 fu if open  
Go to **5**

**TSUMO?**  
+ 2 fu

Add group fu, wait fu and pair fu  
**Round up to the next 10**

**EXHAUSTIVE DRAW**

If the last tile from the wall is discarded, players declare:  
**Tenpai:** Ready to win, even if no yaku. Show your hand. *or*  
**Noten:** Hand is not ready. Noten players each pay:  
**1 TENPAI** 1,000   **2 TENPAI** 1,500   **3 TENPAI** 3,000

Add 1 honba

**DEALER TENPAI?**  
Dealer turn continues  
Otherwise, dealer rotates

**FU COUNTING SUMMARY**

**20** (25 total for chiiitoitsu)  
+ 2 tsumo (if not pinfu)  
+ 10 closed ron  
+ 2 value pair (4 if double)  
+ 2 closed/edge/pair wait  
(+ 2 per triplet...  
× 2 fully closed  
× 2 terminal or honor  
× 4 kan)  
= 30 open hand with no fu  
**Round up to the next 10**

**DEALER 親 oya (East)**

70 fu	60 fu	50 fu	40 fu	30 fu	25 fu	20 fu
3,400 1200 all	2,900 1000 all	2,400 800 all	2,000 700 all	1,500 500 all	25 fu is only possible with chiiitoitsu	20 fu is only possible with pinfu + tsumo
6,800 2300 all	5,800 2000 all	4,800 1600 all	3,900 1300 all	2,900 1000 all	2,400	700 all
	11,600 3900 all	9,600 3200 all	7,700 2600 all	5,800 2000 all	4,800 1600 all	1300 all
<b>fu × 4 × 2 han</b>				11,600 3900 all	9,600 3200 all	2600 all
Ron → 12,000 (from everyone) Tsumo → 4000 all				満貫 Mangan		
18,000 6000 all				跳満 Haneman		
24,000 8000 all				倍満 Baiman		
36,000 12000 all				三倍満 Sanbaiman		
★ × 48,000 16000 all				役満 Yakuman		

**5. POINT TABLE**  
Score the hand

**NON-DEALER 子 ko (South/West/North)**

20 fu	25 fu	30 fu	40 fu	50 fu	60 fu	70 fu
20 fu is only possible with pinfu + tsumo	25 fu is only possible with chiiitoitsu	1,000 500/300	1,300 700/400	1,600 800/400	2,000 1000/500	2,300 1200/600
700/400	1,600	2,000 1000/500	2,600 1300/700	3,200 1600/800	3,900 2000/1000	4,500 2300/1200
1300/700	3,200	3,900 2000/1000	5,200 2600/1300	6,400 3200/1600	7,700 3900/2000	
2600/1300	6,400	7,700 3900/2000	<b>fu × 4 × 2 han</b>			
Mangan 満貫			8,000 ← Ron			
Haneman 跳満			4000/2000 ← Tsumo (Dealer/Others)			
Baiman 倍満			12,000			
Sanbaiman 三倍満			16,000 8000/4000			
Yakuman 役満			24,000 12000/6000			
			32,000 × ★ 16000/8000			

**6. HONBA**

For each honba:  
+ 300  
+ 100 all

Add 1 honba  
Deal continues

**6. HONBA**

For each honba:  
+ 300  
+ 100 all

Reset all honba  
Dealer rotates