

SUITED TILES (4 of each · 108 total)									HONOR TILES (4 of each · 28 total)			SEAT WINDS							
MANZU									SOUZU	PINZU		WINDS			DRAGONS		西·West		
1	2	3	4	5	6	7	8	9	1	1	East	South	West	North	White	Green	Red	北·North	南·South
liman	Ryanman	Sanman	Suuman	Uuman	Rouman	Chiiman	Paaman	Kyuuman	lisou	lipin	Ton	Nan	Shaa	Pei	Haku	Hatsu	Chun		
一萬	二萬	三萬	四萬	五萬	六萬	七萬	八萬	九萬			東	南	西	北				東·East	

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.) win 23 4

1 Iipeikou 一盃口 · PURE DOUBLE SEQUENCE
Two of the exact same sequence. 123 123

3 Ryanpeikou 二盃口 · TWICE PURE DOUBLE SEQUENCE
Two iipeikous. May be different. 123 123 123 123

2 Chiitoitsu 七対子 · SEVEN PAIRS
Seven different pairs. 11 22 33 44 55 66 77

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.

1x 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. 中中中
Bakaze 場風 PREVALENT WIND · The round wind. E E E
Jikaze 自風 SEAT WIND · Your seat wind. Dealer is East. N N N

2 Shousatsu 小三元 · LITTLE THREE DRAGONS
Two sets and a pair of each dragon. 中中 發發發 中中

Daisangen 大三元 · BIG THREE DRAGONS
A set of each of the three dragons. 中中 發發發 中中

Shousuushi 小四喜 · FOUR LITTLE WINDS
Three sets and a pair of each wind. E E E S S S W W W N N N

Daisuushi 大四喜 · FOUR BIG WINDS
A set of each of the four winds. E E E S S S W W W N N N

1 Tanyao 断么九 · ALL SIMPLES BASIC
Only the tiles 2 through 8. (no 1s, 9s, or honors) 2 3 4 / 5 5 5

1+ Sanshoku Doujun 三色同順 · MIXED TRIPLE SEQUENCE
The same sequence in each suit. 1 2 3 1 2 3 1 2 3

1+ Ittsu 一氣通貫 · PURE STRAIGHT
The sequences 123, 456, and 789 in a suit. 1 2 3 4 5 6 7 8 9

1+ Chanta 全帯么九 · HALF OUTSIDE HAND
All groups contain a 1, 9, or honor. 1 2 3 / 9 9 9 / 中中中

2+ Junchan 純全帯么 · FULLY OUTSIDE HAND
All groups contain a 1 or 9. (no honors) 1 2 3 / 9 9 9

2 Honroutou 混老頭 · ALL TERMINALS AND HONORS
Only 1s, 9s, and honors. (no 2 through 8) 9 9 9 / 中中中

Chinroutou 清老頭 · ALL TERMINALS
Only 1s and 9s. (no 2 through 8 or honors) 9 9 9

Tsuuiisou 字一色 · ALL HONORS
Only honors. (no suited tiles) 中中中

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. 1 1 1 1 1 1 1 1 1

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)

Ryuuiisou 緑一色 · ALL GREEN
A hand consisting of only green tiles. 2 / 3 / 4 / 6 / 8 / 發

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

Kokushi Musou 国士無双 · THIRTEEN ORPHANS
Each terminal and honor and a pair. 1 9 1 9 1 9 E S W N 發 中

★ 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 9 > 1 E > S > W > N > E 中 > 發 > 中 > 中
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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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: 中 > 發 > 中 > 中
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? 2 3 4
The group is worth 0 fu
TRIPLET OR KAN? 8 8 8
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? 1 3 / 8 9
The wait is worth 2 fu
PAIR WAIT? 2 / 6 7 8 9
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 2 TENPAI 3 TENPAI
1,000 1,500 3,000
Add 1 honba
DEALER TENPAI?
Dealer turn continues
Otherwise, dealer rotates

FU COUNTING SUMMARY

20 (25 total for chiitoitsu)
+ 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)							5. POINT TABLE		NON-DEALER 子 KO (South / West / North)						
70 fu	60 fu	50 fu	40 fu	30 fu	25 fu	20 fu	Score the hand		20 fu	25 fu	30 fu	40 fu	50 fu	60 fu	70 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 chiitoitsu	20 fu is only possible with pinfu + tsumo	1 han		20 fu is only possible with pinfu + tsumo	25 fu is only possible with chiitoitsu	1,000 500/300	1,300 700/400	1,600 800/400	2,000 1000/500	2,300 1200/600
6,800 2300 all	5,800 2000 all	4,800 1600 all	3,900 1300 all	2,900 1000 all	2,400	700 all	2 han		700/400	1,600	2,000 1000/500	2,600 1300/700	3,200 1600/800	3,900 2000/1000	4,500 2300/1200
	11,600 3900 all	9,600 3200 all	7,700 2600 all	5,800 2000 all	4,800 1600 all	1300 all	3 han		1300/700	3,200 1600/800	3,900 2000/1000	5,200 2600/1300	6,400 3200/1600	7,700 3900/2000	
	fu × 4 × 2 han		6 × on ron, 2 × all on tsumo Round up to the next 100		11,600 3900 all	9,600 3200 all	2600 all	4 han		2600/1300	6,400 3200/1600	7,700 3900/2000	fu × 4 × 2 han 4 × on ron, 2 × 1 × on tsumo Round up to the next 100		
Ron → 12,000 (from everyone) Tsumo → 4000 all							5 han		Mangan 満貫 8,000 ← Ron 4000/2000 ← Tsumo (Dealer/Others)						
18,000 6000 all							6 · 7		Haneman 跳満 12,000 6000/3000						
24,000 8000 all							8 · 9 · 10		Baiman 倍満 16,000 8000/4000						
36,000 12000 all							11 · 12		Sanbaiman 三倍満 24,000 12000/6000						
★ × 48,000 16000 all							13+ · ★		Yakuman 役満 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