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

MANZU

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|
| Iiman | Ryanman | Sanman | Suuman | Uuman | Rouman | Chiiman | Paaman | Kyuuman |

SOUZU

| 1 |
|---|
| Iisou |

PINZU

| 1 |
|---|
| Iipin |

## HONOR TILES (4 of each · 28 total)

WINDS

| East | South | West | North |
|---|---|---|---|
| Ton | Nan | Shaa | Pei |

DRAGONS

| White | Green | Red |
|---|---|---|
| Haku | Hatsu | Chun |

## SEAT WINDS

西 · West 3 · 7 · 11
北 · North 4 · 8 · 12
2 · 6 · 10 南 · South
Dealer
5 · 9 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 2 3 4

**1 Iipeikou 一盃口 · PURE DOUBLE SEQUENCE**
Two of the exact same sequence. 1 2 3 1 2 3

**3 Ryanpeikou 二盃口 · TWICE PURE DOUBLE SEQUENCE**
Two iipeikous. May be different. 1 2 3 1 2 3 1 2 3 1 2 3

**2 Chiitoitsu 七対子 · SEVEN PAIRS**
Seven different pairs. 1 1 2 2 3 3 4 4 5 5 6 6 7 7

## 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. 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 Shousangen 小三元 · LITTLE THREE DRAGONS**
Two sets and a pair of each dragon. 發 發 發 中 中

**Daisangen 大三元 · BIG THREE DRAGONS**
A set of each of the three dragons. 發 發 發 中 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 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 断幺九 · 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 一気通貫 · PURE STRAIGHT**
The sequences **123**, **456**, and **789** in a suit. 1 2 3 4 5 6 7 8 9

**1+ Chanta 全帯幺九 · 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 Toitoi 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 純正九蓮宝燈 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 □>發>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:** □>發>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**

### 5. POINT TABLE — Score the hand

**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 chiitoitsu | 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 |
| More than 70 fu? Add two values using 50: 80=50+30 · 90=50+40 · 100=50+50 | | | | 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 | | |

| | 1 han | 2 han | 3 han | 4 han | 5 han | 6 · 7 | 8 · 9 · 10 | 11 · 12 | 13+ · ★ |
|---|---|---|---|---|---|---|---|---|---|

**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 chiitoitsu | 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 1600/800 | 3,900 2000/1000 | 5,200 2600/1300 | 6,400 3200/1600 | 7,700 3900/2000 | |
| 2600/1300 | 6,400 3200/1600 | 7,700 3900/2000 | More than 70 fu? Add two values using 50: 80=50+30 · 90=50+40 · 100=50+50 | | | |
| Mangan 満貫 | 8,000 4000/2000 ← Ron ← Tsumo (Dealer/Others) | | | | | |
| Haneman 跳満 | 12,000 6000/3000 | | | | | |
| Baiman 倍満 | 16,000 8000/4000 | | | | | |
| Sanbaiman 三倍満 | 24,000 12000/6000 | | | | | |
| 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**