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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.) 234 ^{win}
1 Iipeikou 一盃口 · PURE DOUBLE SEQUENCE	Two of the exact same sequence. 123123
3 Ryanpeikou 二盃口 · TWICE PURE DOUBLE SEQUENCE	Two iipeikous. May be different. 123123123123
2 Chiitoitsu 七対子 · SEVEN PAIRS	Seven different pairs. 11223344556677

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. EEE Jikaze 自風 SEAT WIND · Your seat wind. Dealer is East. NNN
2 Shousangen 小三元 · LITTLE THREE DRAGONS	Two sets and a pair of each dragon. 中中中中中中
Daisangen 大三元 · BIG THREE DRAGONS	A set of each of the three dragons. 中中中中中中
Shousuushi 小四喜 · FOUR LITTLE WINDS	Three sets and a pair of each wind. EEESSSSWWWNN
Daisuushi 大四喜 · FOUR BIG WINDS	A set of each of the four winds. EEESSSSWWWNNN
1 Tanyao 断么九 · ALL SIMPLS BASIC	Only the tiles 2 through 8. (no 1s, 9s, or honors) 234/555
1+ Sanshoku Doujun 三色同順 · MIXED TRIPLE SEQUENCE	The same sequence in each suit. 123123123
1+ Ittsu 一气通貫 · PURE STRAIGHT	The sequences 123, 456, and 789 in a suit. 123456789
1+ Chanta 全帯么九 · HALF OUTSIDE HAND	All groups contain a 1, 9, or honor. 123/999/中中中
2+ Junchan 純全帯么 · FULLY OUTSIDE HAND	All groups contain a 1 or 9. (no honors) 123/999
2 Honroutou 混老頭 · ALL TERMINALS AND HONORS	Only 1s, 9s, and honors. (no 2 through 8) 999/中中中
Chinroutou 清老頭 · ALL TERMINALS	Only 1s and 9s. (no 2 through 8 or honors) 999
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. 1111111111
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. 19191919ESWN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>白>發	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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SUITED TILES (4 of each · 108 total)

MANZU

1 liman
一萬

2 Ryanman
二萬

3 Sanman
三萬

4 Suuman
四萬

5 Uuman
五萬

6 Rouman
六萬

7 Chiiman
七萬

8 Paaman
八萬

9 Kyuuman
九萬

SOUZU

1 lisou

PINZU

1 lipin

HONOR TILES (4 of each · 28 total)

WINDS

East Ton
東

South Nan
南

West Shaa
西

North Pei
北

DRAGONS

White Haku

Green Hatsu

Red Chun

SEAT WINDS

西 · West
3 · 7 · 11

北 · North
4 · 8 · 12

南 · South
10 · 2

東 · East
5 · 9

Dealer
5 · 9

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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 > **5** > **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 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)

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

5. POINT TABLE
Score the hand

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
2 han	700/400	1,600	2,000	2,600	3,200	3,900	4,500
3 han	1300/700	3,200	3,900	5,200	6,400	7,700	
4 han	2600/1300	6,400	7,700				

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	2,600	3,200	3,900	4,500
1300/700	3,200	3,900	5,200	6,400	7,700	
2600/1300	6,400	7,700				

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

6. HONBA
For each honba:
+ 300
+ 100 all
Add 1 honba
Deal continues

Ron → 12,000 (from everyone) Tsumo → 4000 all	満貫 Mangan	5 han	Mangan 満貫	8,000 ← Ron 4000/2000 ← Tsumo (Dealer / Others)
18,000 6000 all	跳満 Haneman	6 · 7	Haneman 跳満	12,000 6000/3000
24,000 8000 all	倍満 Baiman	8 · 9 · 10	Baiman 倍満	16,000 8000/4000
36,000 12000 all	三倍満 Sanbaiman	11 · 12	Sanbaiman 三倍満	24,000 12000/6000
★ × 48,000 16000 all	役満 Yakuman	13+ · ★	Yakuman 役満	32,000 × ★ 16000/8000

6. HONBA
For each honba:
+ 300
+ 100 all
Reset all honba
Dealer rotates