

Riichi Mahjong Yaku (Flip for scoring)

Closed hand required.

+1 han when closed.

CLOSED HAND REQUIRED

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 runs, with a non-Yakuhai pair and a two-sided open wait (like 23, not 12, 13, or 1234) 23 4 win

1 Iipeikou 一盃口 • PURE DOUBLE SEQUENCE

Two of the exact same run. 123 123

3 Ryanpeikou 二盃口 • TWICE PURE DOUBLE SEQUENCE

Two iipeikous. May be different. 123 123 789 789

2 Chiitoitsu 七対子 • SEVEN PAIRS

Seven different pairs. 11 22 33 44 55 66 77

SPECIAL WIN TIMING

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 Renhou 人和 • BLESSING OF MAN

Win before your first draw. Does not stack with other yaku.

★ Tenhou 天和 • BLESSING OF HEAVEN Chihou 地和 • BLESSING OF EARTH

Win on your opening hand or first draw. Calls invalidate.

1× Yakuhai 役牌 • VALUE TRIPLET

BASIC

A set (triplet 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. 中 中 發 發 中 中

★ Daisangen 大三元 • BIG THREE DRAGONS

A set of each of the three dragons. 中 中 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 N

1 Tanyao 断幺九 • 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 run in each suit. 123 123 123

1+ Ittsu 一氣通貫 • PURE STRAIGHT

The runs 123, 456, and 789 in a suit. 123 456 789

1+ Chanta 全帯幺九 • HALF OUTSIDE HAND

All groups contain a 1, 9, or honor. 123 999 中 中 中

2+ Junchan 純全帯幺 • 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 Toitai 対々 • ALL TRIPLETS

BASIC

Only sets (triplets or kans), no runs.

2 Sanankou 三暗刻 • THREE CONCEALED TRIPLETS

Three concealed sets. The rest of the hand may be open.

★ Suuankou 四暗刻 • FOUR CONCEALED TRIPLETS

Four concealed sets. Tsumo only if waiting to make a set.

+★ 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 set in each suit. 111 111 111 111

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)

★ Ryuuuisou 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. 19191919 E S W N 中 發 中

+★ 13-wait 国士無双13面待ち • With a thirteen-sided wait.

1× Dora ドラ

9 1 E S W N E 中 發 中

Bonus han that do not count as yaku. Score 1 han per dora tile in winning hand. Flip an extra indicator per kan. For riichi wins, tiles under the indicator(s) are additional indicators. Red 5s are dora.

SUITED TILES (4 of each · 108 total)

MANZU

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

SOZU



PINZU



HONOR TILES (4 of each · 28 total)

WINDS

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

DRAGONS

White	Green	Red
Haku	Hatsu	Chun
白	發	中

SEAT WINDS



Riichi Mahjong Scoring (Flip for yaku)

* Mangan if kiriage (rounding) is enabled

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:

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 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 Score the hand	NON-DEALER 子 KO (South / West / North)						
70 fu	60 fu	50 fu	40 fu	30 fu	25 fu	20 fu		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	1,000 300/500	1,300 400/700	1,600 400/800	2,000 500/1000	2,300 600/1200
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	400/700	1,600	2,000 500/1000	2,600 700/1300	3,200 800/1600	3,900 1000/2000	4,500 1200/2300
	11,600* 3900 all*	9,600 3200 all	7,700 2600 all	5,800 2000 all	4,800 1600 all	1300 all	3 han	700/1300	3,200 800/1600	3,900 1000/2000	5,200 1300/2600	6,400 1600/3200	7,700* 2000/3900*	
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	4 han	1300/2600	6,400 1600/3200	7,700* 2000/3900*	More than 70 fu? Add two values using 50: 80=50+30 · 90=50+40 · 100=50+50			
Ron → 12,000 (from everyone) Tsumo → 4000 all							5 han	Mangan 満貫 8,000 ← Ron 2000/4000 ← Tsumo (Others/Dealer)						
18,000 6000 all							6 · 7	Haneman 跳満 12,000 3000/6000						
24,000 8000 all							8 · 9 · 10	Baiman 倍満 16,000 4000/8000						
36,000 12000 all							11 · 12	Sanbaiman 三倍満 24,000 6000/12000						
★ × 48,000 16000 all							13+ · ★	Yakuman 役満 32,000 × ★ 8000/16000						

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

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

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	伍萬	六萬	七萬	八萬	九萬

SOUZU 1 lisou

PINZU 1 lipin

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	紅

SEAT WINDS

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

Dealer 5 · 9