

### 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) win 23 4

**1 Iipeikou 一盃口** • PURE DOUBLE SEQUENCE  
 Two of the exact same run. 123123

**3 Ryanpeikou 二盃口** • TWICE PURE DOUBLE SEQUENCE  
 Two iipeikous. May be different. 123123789789

**2 Chiitoitsu 七対子** • SEVEN PAIRS  
 Seven different pairs. 11223344556677

### 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. 東東東  
**Jikaze 自風** SEAT WIND • Your seat wind. Dealer is East. 南南南

**2 Shousangen 小三元** • LITTLE THREE DRAGONS  
 Two sets and a pair of each dragon. 中中中

**Daisangen 大三元** • BIG THREE DRAGONS  
 A set of each of the three dragons. 中中中

**Shousuushi 小四喜** • FOUR LITTLE WINDS  
 Three sets and a pair of each wind. 東東東

**Daisuushi 大四喜** • FOUR BIG WINDS  
 A set of each of the four winds. 東東東

**1 Tanyao 断么九** • ALL SIMPLES 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 Toitotai 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. 111111111

**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. 2/3/4/6/8/9

**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. 191919ESWN 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>中>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.

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

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

**MANZU**

1 Iiman	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 **PINZU** 1 lipin

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

**WINDS** East Ton South Nan West Shaa North Pei

**DRAGONS** White Haku Green Hatsu Red Chun

東 南 西 北 發 中

### SEAT WINDS

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

Dealer 5-9