



リーチ麻雀 チートシート

Riichi Mahjong Cheat Sheet

The Game

Riichi Mahjong is a game for four players. The goal is to get a winning hand by drawing and discarding tiles. The game ends when a player declares a winning hand.

The Hand

Similar to Omaha Poker, a player will swap out tiles from their hand to form a winning hand. The two main patters are sets and sequences. A set is three of the same tile, and a sequence is three consecutive tiles of the same suit. For example,  is a sequence, and  is a set.








The Tiles

There are 136 tiles in total; there are 34 kinds of unique tiles, with four of each kind. There are both numbered tiles and honor tiles.

Numbered Tiles

There are three suits of numbered tiles in a set of mahjong tiles, each with nine tiles numbered 1 to 9. The suits are: **Manzu** (萬子), **Pinzu** (筒子), and **Sōuzu** (索子).

Honor Tiles

There are two types of honor tiles: Three **Sangenpai** (三元牌) tiles    and four **Kazehai** (風牌) tiles    .

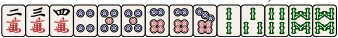
Yaku

Yaku (役) are patterns that can be used to win the game. There are 46 Yaku in total, and each Yaku is worth a certain number of Han (翻). Only a couple basic Yaku are needed for most hands.



Riichi (Closed)

Riichi (リーチ) can be declared when a player is **one tile away from winning**. A player who has declared Riichi cannot change their hand. If a player wins after declaring Riichi, they will receive a bonus Han.

Tanyao

Tanyao (断九) is a hand with **no terminal or honor tiles**. Terminal tiles are 1s and 9s, and honor tiles are **Sangenpai** and **Kazehai**. This is the most basic Yaku, and it is worth one Han.  is a Tanyao hand.

Pinfu (Closed)

Pinfu (平和) is a hand with **no sets and a sequence as the winning tile**. This sequence must be a two-sided wait (両面待ち). For example,  is a Pinfu hand. Because the winning tile is a double-sided wait ().

Melding

Besides drawing and discarding tiles, a player can also meld tiles to form sets. These will take tiles from other player's hand and place them face up in front of the player. This will also open your hand, limiting certain Yaku and exposing your hand to other players.

Chi

Chi (チー) is a call to take a tile from the **player to the right to complete a sequence**.

Pon

Pon (ボン) is a call to take a tile from **any player to complete a set**.






Kan

Kan (カン) is a call to take a tile from **any player to complete a set of four**. The dora indicator is flipped over, and the player who called Kan draws an extra tile.

Ron/Tsumo

Ron (ロン) is a call to win the game with a **discard from any player**. Tsumo (ツモ) is a call to win the game with a **self-draw**.




























Dora

Dora (ドラ) are bonus tiles that increase the value of a hand. The Dora indicator is the tile next to the dead wall. The Dora tile is the tile after the Dora indicator. For example, if the Dora indicator is , then the Dora tile is . Red Five tiles (  ) are also Dora tiles.

Furi-Ten

Furi-Ten (振聴) is a penalty for discarding a tile earlier in the game that could have been used to win. If a player has Furi-Ten, they cannot win on a discard from another player.

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	1	2	3	4	5	6	7	8	9
Manzu Tiles (Characters)									
Pinzu Tiles (Circles)									
Sōuzu Tiles (Bamboos)									

	Green	Red	White
Sangenpai (Dragons)			

	East	South	West	North
Kazehai (Winds)				