

Ryanzou Chankan Club Ruleset

Gameplay

- Kuitan (open Tanyao): Allowed
- Atozuke (Yaku only gained upon winning tile): Allowed
- Kuikae (Swap calling): Completely not allowed (Both sides/suji), neither Pon nor Chii
- Double wind pair: 4 Fu instead of 2 Fu
- Honba: 300 Points per Honba
- Atamahane: Not used, multiple Rons possible, who gets the Riichi-Sticks is decided by Atamahane, players in Riichi get their own stick back respectively, Honba bonus is awarded to both
- Renchan: Oya win/tenpai, in case of multiple Ron, Renchan if Oya one of the winners, Nagashi Mangan by Ko (non-oya) ends dealership if Oya just has Tenpai and not Nagashi too, Oya Nagashi -> Renchan
- Enchousen/Overtime: As long as no one has 30k points, additional wind rounds are being played until someone reaches 30k (West → North → East again), they are treated the same as all last
- Tobi/busting out: Game ends if someone goes into negatives (below 0 Points), even if due to Chombo
- Kandora timing: Closed Kan -> immediate flip; open Kans -> flip at discard (like in Mahjong Soul)
- Closed Kan during Riichi: Allowed, as long as any interpretation of the hand, Tenpai status and waits don't change
- Equal points tie: Initial seats at beginning as Tiebreaker (The closer to initial East, the better)
- Tochuu Ryuukyoku/Abortive Draws:
 - Suufon Renda (4 winds discard): Enabled (gets interrupted by closed Kan)
 - Kyuushu Kyuuhai (9 different terminals and honors): Enabled
 - Suucha Riichi (all 4 players Riichi): Enabled
 - Sanchahou (Triple Ron): Disabled
 - Suukaikan (4 Kans): Enabled, the draw is called after the discard after the fourth kan (i.e. it could be ron'd), no draw if same player, no more Kans can be called by anyone afterwards
- Akadora und Shiro Pocchi: Subject to variation from game to game
- Chombo: Reverse mangan tsumo, immediate, hand gets repeated, is applied for cheating, illegal wins (No Yaku, Furiten Ron, wrong wait, Noten hand), illegal Kans during Riichi, Noten Riichis and irreversible destruction of a Wall or toppling 6 tiles or more during the hand (after the dice roll)
- Dead Hand: Not allowed to do any calls including Ron, Tsumo or Riichi, counts at Noten at Ryuukyoku, applied for too many or too few tiles in hand, toppling of multiple dead wall tiles (>1) after the round start, and for Riichi declaration with an open hand, Shamisen/too much information revealed
- Uttered calls should not be taken back, only corrected (tiles or call itself), if the call is not followed through (or even impossible e.g. not having the right tiles), Ron in that suit becomes impossible for that hand (Man, Pin, Sou, honor tiles)

- Agariyame/Tenpaiyame: Oya in All Last can end the game with Tenpai or a win if they want
- Temporary Furiten: Ends upon the next own discard
- Ippatsu, Uradora, Kandora und Kanuradora are all enabled
- No Kiriage Mangan (4 Han 30 Fu \neq Mangan), 13 Han = Yakuman, not Sanbaiman
- Ryanhan shibari/2 Han minimum: 1 Han is always enough to win, no matter how many honba
- No Yaku Tenpai counts as Tenpai at draw, Tenpai only on a "fifth tile" when using all 4 copies in one's own hand is not a valid Tenpai

Yaku

- Furiten-Riichi: Allowed
- Pinfu: Tsumo 20 Fu, Ron 30 Fu, Pinfu and Tsumo are combinable
- Chiitoitsu/7 Paare: 2 han 25 Fu, needs 7 unique pairs
- Ippatsu/Haitei are not combinable with Rinshan, Rinshan awards 2 Fu Tsumo normally, no Rinshan pao
- Nagashi Mangan: Counts as normal Tsumo win, wins Honba and Riichi sticks, multiple Nagashi: Nagashi payments cancel each other out, the others pay normally (Sticks go to closest to current East). Only counts as valid if none of your own discarded tiles are called by anyone, calling any tiles yourself doesn't invalidate your Nagashi Mangan.
- Chankan on closed Kan with Kokushi Musou/13 Orphans: Allowed
- Chankan on closed Kan with Chuuren Poutou/9 Gates: Allowed
- Ryuuiisou/All Green: Can but doesn't have to include Hatsu (Green Dragon)
- More than one Yakuman in a hand = counts as multiple Yakuman
- Double Yakuman for: Daisuushii (Big 4 Winds), Suuankou Tanki (4 concealed triplets single wait) Chuuren Poutou (9 Gates) with 9-sided wait and Kokushi Musou (13 Orphans) with 13-sided wait
- Sekinin barai/Pao: Responsibility payment for Daisangen, Daisuushii and Suukantsu (Big Dragons, Big Winds, Four Kans), in case of multiple Yakuman only goes for those you are directly liable for
- Oya starts with 14 tiles, therefore in case of Tenhou/Blessing of Heaven any tile can be treated as the winning tile (e.g., for Suuankou Tanki Tenhou)

Local Yaku

- Rinshan Kaihou: One bonus Han for 5-Pin as winning tile (Uupin Kaihou)
- Haitei Raoyue: One bonus Han for 1-Pin as winning tile (lipin mouyue)
- Houtei Raoyui: One bonus Han for 9-Pin as winning tile (Chuupin raoyui)
- Chankan: One bonus Han for 2-sou as winning tile (Ryanzou chankan)
- Renhou/Blessing of Man: Counts as Yakuman if Tenpai with the initial 13 tiles and legal Ron call in the first uninterrupted turn before one's own first draw (No other yaku required)
- Ishino uenimo sannen/Three years on a rock: Double Riichi + Haitei/Houtei = Yakuman
- Daichiisei/Big Seven Stars: Double Yakuman