

Basic Ari-Ari Mahjong Rules

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Part I

Equipment

1 Tiles

2 Point Sticks

3 Utility

Part II

Playing the Game

4 Seting up a Game

5 Setting up a Hand

6 Gameplay

Part III

Scoring

7 Yaku

7.1 1 Han Yaku

Riichi – リーチ “*Riichi*”

!! *Closed Hand Only*

←*Enables Ippatsu (p5)*

←*Enables Ura Dora (p13)*

←*Upgrades into Double Riichi (p5)*

Declare Riichi. That is, while you have a ready hand, and it is a closed hand, wager 1,000 points and discard a tile sideways. You can only discard the tile you draw from that point on.

Ippatsu – いっぱつ 一発 “*One Shot*”

!! *Closed Hand Only*

×*Broken by Chii, Pon, or Kan calls*

→*Requires Riichi (p5)*

Win on or before your next turn after declaring Riichi.

Double Riichi – ダブルリーチ “*Double Riichi*”

!! *Closed Hand Only*

←*Enables Ippatsu (p5)*

→*Stacks with Riichi (p5)*

Declare Riichi on your first turn.

Menzen Tsumo – メンゼンチンツモホー 門前清自摸和 “*Fully Concealed Tsumo*”

!! *Closed Hand Only*

While your hand is closed, draw a tile that completes your hand.

Pinfu – ^{ピンフ}平和 “Pinfu”

!! Closed Hand Only

Your hand does not generate any additional fu. That is, your hand is all sequences, your pair is not a Yakuhai (p6), and the final block waiting to be filled is an open ended run.

Iipeikou – ^{イーペーコー}一盃口 “Twin Sequences”

!! Closed Hand Only

←Upgrades to Ryanpeikou (p10)

Have two copies of the same sequence in your hand. (Differently colored tiles are counted the same as their basic equivalent.)

Haitei Raoyue – ^{ハイテイラオユエ}海底撈月 “Under the Sea”

Win by drawing the last tile in the live wall.

Houtei Raoyui – ^{ホーテイラオユイ}河底撈魚 “Under the River”

While there are no tiles in the live wall, win off a discard.

Rinshan Kaihou – ^{リンシャンカイホウ}嶺上開花 “After a Kan”

×Negates Haitei Raoyue (p6)

After calling a Kan, win off the replacement tile drawn from the dead wall.

Chankan – ^{チャンカン}搶槓 “Robbing a Kan”

As a player upgrades a Pon to a Kan, win off the tile used to perform the upgrade. The Kan does not resolve and is interrupted. You can claim this off a Closed Kan for Kokushi Musou (p12)

Yakuhai – ^{やくはい}役牌 “Valued Tile”

←A collective term for Jikaze (p7), Bakaze (p7), Sangenpai (p7)

This is a name for a group of Yaku. Each of them ask for a group of a type of Honour tile.

Jikaze – 自風^{じかぜ} “*Seat Wind*”

→ *A type of Yakuhai (p6)*

← *Upgrades into Renfuu (p8) with Jikaze (p7)*

← *Upgrades into Shousuushii (p11)*

Have a group of the wind corresponding to your seat.

Bakaze – 場風^{ばかぜ} “*Round Wind*”

→ *A type of Yakuhai (p6)*

← *Upgrades into Renfuu (p8) with Bakaze (p7)*

← *Upgrades into Shousuushii (p11)*

Have a group of the wind corresponding to the current round.

Sangenpai – 三元牌^{さんげんぱい} “*Dragon Tiles*”

→ *A type of Yakuhai (p6)*

← *Upgrades into Shousangen (p8)*

Have a group of any dragon tile.

Tanyao – 断公九^{タンヤオチュウ} “*All Simples*”

None of the tiles in your hand are Orphan tiles.

Sanshoku Doujun – 三色同順^{さんしょくどうじゅん} “*Mixed Triple Sequences*”

+ *More Valuable if Closed (p8)*

Have the same numbered run in each of the three numbered suits.

Ittsuu – 一気通貫^{いっきつうかん} “*Full Straight*”

+ *More Valuable if Closed (p8)*

Have a seugence of 123, 456, 789 in the same suit as one another.

Chanta – 混全帯公九^{ホンチャンタイヤオチュウ} “*Half Outside Hand*”

+ *More Valuable if Closed (p8)*

← *Upgrades into Junchan (p9/10)*

← *Upgrades into Honroutou (p9)*

Each block in your hand contains at least one Orphan tile.

7.2 2 Han Yaku

Chiitoitsu – ^{チートイツ} 七対子 “*Seven Pairs*”

!! *Closed Hand Only*

Your hand is made up of seven pairs.

Renfuu – ^{れんぷー} 連風 “*Double Wind*”

→ *Upgrades from Jikaze (p7) and Bakaze (p7)*

← *Upgrades to Shousuushii (p11)*

Have a group of Wind tiles that is both your seat wind and the round wind.

Shousangen – ^{しょうさんげん} 小三元 “*Small Three Dragons*”

→ *Upgrades from Two Copies of Sangenpai (p7)*

← *Upgrades to Daisangen (p11)*

Have two groups of Dragon tiles, with your pair being the third Dragon tile.

Menzen Sanshoku Doujun – ^{めんゼン さんしょくどうじゅん} 門前三色同順 “*Closed Mixed Triple Sequences*”

!! *Closed Hand Only*

– *Less valuable when Opened (p7)*

With a closed hand, have the same run in each of the three numbered suits.

Menzen Ittsuu – ^{めんゼン いっきつうかん} 門前一氣通貫 “*Closed Full Straight*”

!! *Closed Hand Only*

– *Less valuable when Opened (p7)*

With a closed hand, have a sequence of 123, 456, 789 in the same suit as one another.

Menzen Chanta – ^{めんゼン ホンチャンタイヤオチュウ} 門前混全帶公九 “*Closed Half Outside Hand*”

!! *Closed Hand Only*

– *Less valuable when Opened (p7)*

← *Upgrades to Junchan (p9/10)*

With a closed hand, have each block in your hand contain at least one Orphan tile.

ジュンチャントイヤオチュウ
Junchan – **純全帶公九** “*Full Outside Hand*”

+ *More valuable if Closed* (p10)

→ *Upgrades from Chanta* (p7/8)

← *Upgrades into Chinroutou* (p11)

Each block in your hand must contain at least one Terminal tile.

ホンロウトウ
Honroutou – **混老頭** “*All Terminals and Honours*”

→ *Upgrades from Chanta* (p7/8)

← *Upgrades into Chinroutou* (p11)

Each block in your hand must be comprised of only Orphan tiles.

トイトイホー
Toittoi – **対々和** “*All Triplets*”

← *Upgrades to Suuankou* (p12)

← *Upgrades to Suukantsu* (p12)

All blocks in your hand must be groups.

サンアンコー
Sanankou – **三暗刻** “*Three Concealed Triplets*”

← *Upgrades to Suuankou* (p12)

Your hand contains three closed groups.

サンカンツ
Sankantsu – **三槓子** “*Three Kans*”

← *Upgrades to Suukantsu* (p12)

Your hand contains three Kans.

さんしょくどうコー
Sanshoku Doukou – **三色同刻** “*Triple Triplets*”

Have the same numbered group in each of the three numbered suits.

ホンイーザー
Honitsu – **混一色** “*Half Flush*”

← *Upgrades to Chinitu* (p10/10)

Your hand contains tiles from only one numbered suit and Honour tiles.

7.3 3 Han Yaku

Ryanpeikou – ^{リャンペーコー} 二盃口 “*Double Twin Sequences*”

!! *Closed Hand Only*

→ *Upgrades from Iipeikou (p6)*

Have two copies each of two sequences in your hand. (*Differently colored tiles are counted the same as their basic equivalent*)

Menzen Junchan – ^{メンゼン ジュンチャンタイヤオチュウ} 門前純全帶公九 “*Closed Fully Outside Hand*”

!! *Closed Hand Only*

– *Less valuable when Opened (p9)*

→ *Upgrades from Chanta (p7/8)*

← *Upgrades into Chinroutou (p11)*

With a closed hand, each block in your hand must contain at least one Terminal tile.

Menzen Honitsu – ^{メンゼン ホンイツー} 門前混一色 “*Closed Half Flush*”

!! *Closed Hand Only*

+ *Less valuable if Opened (p9)*

← *Upgrades to Chinitisu (p10/10)*

With a closed hand, it is made of tiles from only one numbered suit and Honour tiles.

7.4 5 Han Yaku

Chinitisu – ^{チンイツー} 清一色 “*Full Flush*”

+ *More valuable when Closed (p10)*

→ *Upgrades from Honitsu (p9/10)*

Your hand contains tiles from only one numbered suit.

7.5 6 Han Yaku

Menzen Chinitisu – ^{メンゼン チンイツー} 門前清一色 “*Closed Full Flush*”

!! *Closed Hand Only*

– *Less valuable when Opened (p10)*

→ *Upgrades from Honitsu (p9/10)*

With a closed hand, it is made of tiles from only one numbered suit.

7.6 Yakuman

Tenhou – ^{テンホー}天和 “*Blessing of Heaven*”

!! *Closed Hand Only*

While you are the dealer, win on your opening hand.

Chiihou – ^{チーホー}地和 “*Blessing of Earth*”

!! *Closed Hand Only*

× *Broken by Chii, Pon, or Kan calls*

While you are not the dealer, win on your first draw.

Daisangen – ^{だいさんげん}大三元 “*Big Three Dragons*”

→ *Upgrades from Shousangen (p8)*

Your hand contains three groups of Dragon tiles.

Shousuushii – ^{ショースーシー}小四喜 “*Small Four Winds*”

→ *Upgrades from Jikaze (p7)*

→ *Upgrades from Bakaze (p7)*

→ *Upgrades from Renfuu (p8)*

← *Upgrades into Daisuushii (p12)*

Your hand contains three groups of Wind tiles, with your pair being the fourth.

Chinroutou – ^{チンロウトウ}清老頭 “*All Terminals*”

→ *Upgrades from Junchan (p9/10)*

→ *Upgrades from Honroutou (p9)*

Your hand contains only Terminal tiles.

Tsuuiisou – ^{ツイーソー}字一色 “*All Honours*”

Your hand contains only Honour tiles.

Suuankou – ^{スーアンコー} 四暗刻 “Four Concealed Triplets”

→ Upgraded from Toitōi (p9)

→ Upgraded from Sanankou (p9)

← Upgrades to Suuankou Tanki (p13)

Your hand contains four closed groups.


Suukantsu – ^{スーカンツ} 四槓子 “Four Kans”

→ Upgraded from Toitōi (p9)

→ Upgraded from Sankantsu (p9)

Your hand contains four Kans.

Ryuuuisou – ^{リュウイソー} 緑一色 “All Green”

Your hand only contains tiles which are entirely green. You don't need to use the green dragon. Those tiles are: .

Chuurenputou – ^{チュウレンボウトウ} 九連宝灯 “Nine Gates”

!! Closed Hand Only


← Upgrades to Junsei Chuurenputou (p13)

Your hand contains the following pattern in only one numbered suit: 1112345678999, with an additional tile in the same numbered suit.

Kokushi Musou – ^{こくしむそう} 国士無双 “Thirteen Orphans”

!! Closed Hand Only

← Upgrades to Kokushi Musou Juusanmen Machi (p13)

Your hand contains the following pattern: , with an additional Orphan tile.

7.7 Double Yakuman

Daisuushii – ^{ダイスーシー} 大四喜 “Big Four Winds”

→ Upgrades from Shousuushii (p11)

Your hand contains four groups of Wind tiles.

Suuankou Tanki – ^{スーアンコー}四暗刻 ^{たんきまち}単騎待ち “Four Concealed Triplets, Single Tile Wait”

→ Upgrades from Suuankou (p12)

Your hand contains four closed groups.

Junsei Chuurenpoutou – ^{じゅんせい チュウレンポウトウ}純正九連宝灯 “Pure Nine Gates”

!! Closed Hand Only

→ Upgrades from Chuurenpoutou (p12)

The closed part of your hand contains the following pattern in only one numbered suit: 1112345678999, with an additional tile in the same numbered suit.

Kokushi Musou Juusanmen Machi – ^{こくしむそう}国士無双 ^{じゅうさんめんまち}十三面待ち “Thirteen Orphans Thirteen-sided Wait”

!! Closed Hand Only

→ Upgrades from Kokushi Musou (p12)

Your hand without your winning tile contains the following pattern:



8 Bonus

8.1 1 Han Bonus



Dora – ^{おもて}表ドラ “Dora”

For every tile face up in the Dead Wall - also called a dora indicator - have a tile that is next in sequence in your hand. When a Kan is declared, a new dora indicator will be revealed. For example, if is a dora indicator, is dora.

Ura Dora – ^{うら}裏ドラ “Under Dora”

⇒ Enabled by Riichi (p5)

For every tile face up in the Dead Wall - also called a dora indicator - reveal the tile underneath it. This includes new dora indicators from Kans.

For those tiles under the dora indicators, have a tile next in sequence in your hand. For example, if  is a dora indicator,  is dora.

Aka Dora – ^{あか}赤ドラ “Red Dora”

Have a tile in your hand that is repainted to be entirely Red.

8.2 100 Point Bonus

Honba – ^つ^{ぼう}積み棒 “Continuance Counter”

For every exhaustive draw, or dealer repeat, add one Honba to the table. After a hand is won that does not meet any of the prior criteria, set the amount of Honba to 0.

9 Scoring

9.1 Paying out a Winning Hand

9.2 End of Game Scores

Han				Non-dealer		Dealer	
1	2	3	4	Ron	Tsumo	Tsumo	Ron
30				1,000	300	500	1,500
40	20			1,300	400	700	2,000
50	25			1,600	400	800	2,400
60	30			2,000	500	1,000	2,900
70				2,300	600	1,200	3,400
80	40	20		2,600	700	1,300	3,900
90				2,900	800	1,500	4,400
100	50	25		3,200	800	1,600	4,800
110				3,600	900	1,800	5,300
	60	30		3,900	1,000	2,000	5,800
	70			4,500	1,200	2,300	6,800
	80	40	20	5,200	1,300	2,600	7,700
	90			5,800	1,500	2,900	8,700
	100	50	25	6,400	1,600	3,200	9,600
	110			7,100	1,800	3,600	10,600
		60	30	7,700	2,000	3,900	11,600
Mangan 5	+	+		8,000	2,000	4,000	12,000
Haneman 6,7				12,000	3,000	6,000	18,000
Baiman 8,9,10				16,000	4,000	8,000	24,000
Sanbaiman 11,12				24,000	6,000	12,000	36,000
Yakuman 13				32,000	8,000	16,000	48,000

Base Fu		Groups		Open	Closed
Winning	20	Triplet	Simple	2	4
Closed Ron	+10		Orphan	4	8
Pinfu Tsumo	=20	Quad	Simple	8	16
7 Pairs	=25		Orphan	16	32

Wait/Pair Fu	
Single Wait	2
Yakuhai Pair	2
Tsumo	2

Figure 1: In-Game Scoring Table