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 Scoring

7.1 Paying out a Winning Hand

In order to pay out a winning hand, follow the following procedure:

- 1. Count the Han earned from Yaku 8, and Bonuses 9.1.
- 2. If that number is 4 or lower, count the Fu 10 the hand earns. Round that to the next 10, with the exception of hands winning with Chiitoitsu (p10), that hand is always worth 25 fu.

After determining the Han, and if needed Fu, consult the table in Figure 1 to determine the score. Taking into account Dealer or Non-dealer, Ron or Tsumo. Note that the third column is what is paid by all for a dealer Tsumo.

7.2 End of Game Scores

At the end of the game, you will convert your scores to what will be called Match Points. Then you will apply bonuses and/or penalties based on your placement in the game. This gets the final match score that you will carry with you to your next game in the series.

The procedure for doing it is as follows:

- Subtract your ending score from 30,000. This 30,000 is called the Return Score.
- 2. Then divide the resulting value by 1,000.
- 3. Then apply the Placement Bonus, also called Uma. In this case, it is +30/+10/-10/-30.
- 4. Then apply the First Bonus, also called Oka. It is calculated as $\frac{4 \times (\text{Return Score} \text{Start Score})}{1,000}$, in this ruleset that is +20. As the name suggests, this applies only to first place.

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
Man	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	
Sa	Sanbaiman 11,12			24,000	6,000	12,000	36,000
Yakuman 13			32,000	8,000	16,000	48,000	

Base Fu					
Winning	20				
Closed Ron	+10				
Pinfu Tsumo	=20				
7 Pairs	=25				

	Groups	Open	Closed
13		Open	Closed
riplet	Simple	2	$\mid 4 \mid$
Trij	Orphan	4	8
Quad	Simple	8	16
Qu	Orphan	16	32

Wait/Pair Fu				
Single Wait				
Yakuhai Pair	2			
Tsumo	2			

Figure 1: In-Game Scoring Table

7 SCORING 7

To give an example of the above procedure:

- A game ended with the scoreline of: 41,300, 24,900, 21,800, 12,000
- After paying back the return score it becomes: $11,300, \blacktriangle 5,100, \blacktriangle 8,200, \blacktriangle 18,000$
- Dividing by 1,000 becomes: 11.3, $\blacktriangle 5.1$, $\blacktriangle 8.2$, $\blacktriangle 18.0$
- Adding the Uma: $41.3, 4.9, \blacktriangle 18.2, \blacktriangle 48.0$
- Then the Oka: $61.3, 4.9, \blacktriangle 18.2, \blacktriangle 48.0$

8 Yaku

8.1 1 Han Yaku

Riichi – リーチ "Riichi"

- !! Closed Hand Only
- \leftarrow Enables Ippatsu (p8)
- *⇐Enables Ura Dora (p17)*
- $\leftarrow Upgrades into Double Riichi (p8)$

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 — 学 "One Shot"

!! Closed Hand Only

×Broken by Chii, Pon, or Kan calls

 $\rightarrow Requires\ Riichi\ (p8)$

Win on or before your next turn after declaring Riichi.

Double Riichi – ダブルリーチ "Double Riichi"

- !! Closed Hand Only
- \leftarrow Enables Ippatsu (p8)
- $\rightarrow Stacks$ with Riichi (p8)

Declare Riichi on your first turn.

Menzen Tsumo — 門前清自摸和 "Fully Concealed Tsumo"

!! Closed Hand Only

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

!! Closed Hand Only

←Has specific Fu values (p19/20)

Your hand does not generate any additional fu. That is, your hand is all sequences, your pair is not a Yakuhai (p9), and the final block waiting to be filled is an open ended run.

Iipeikou — 本面 "Twin Sequences"

!! Closed Hand Only

 $\leftarrow Upgrades \ to \ Ryanpeikou \ (p12)$

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

Haitei Raoyue – 海底撈月 "Under the Sea"

Win by drawing the last tile in the live wall.

Houtei Raoyui - 河底撈魚 "Under the River"

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

Rinshan Kaihou – 嶺上開花 "After a Kan"

 $\times Negates\ Haitei\ Raoyue\ (p9)$

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

Chankan - 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 (p15)

Yakuhai — **從牌** "Valued Tile"

 $\leftarrow A \ collective \ term \ for \ Jikaze \ (p9), \ Bakaze \ (p10), \ Sangenpai \ (p10)$

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

Jikaze — 首風 "Seat Wind"

- $\rightarrow A$ type of Yakuhai (p9)
- $\leftarrow Upgrades into Renfuu (p11) with Jikaze (p9)$
- $\leftarrow Upgrades\ into\ Shousuushii\ (p14)$

Have a group of the wind corresponding to your seat.

 $8 \quad YAKU$ 10

Bakaze - 場風 "Round Wind"

- $\rightarrow A$ type of Yakuhai (p9)
- \leftarrow Upgrades into Renfuu (p11) with Bakaze (p10)
- $\leftarrow Upgrades into Shousuushii (p14)$

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

Sangenpai — 芸成 "Dragon Tiles"

- $\rightarrow A$ type of Yakuhai (p9)
- $\leftarrow Upgrades\ into\ Shousangen\ (p11)$

Have a group of any dragon tile.

Tanyao - 斯女九 "All Simples"

None of the tiles in your hand are Orphan tiles.

Sanshoku Doujun — 三色同順 "Mixed Triple Sequences"

+More Valuable if Closed (p11)

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

Ittsuu — 一気通賃 "Full Straight"

+More Valuable if Closed (p11)

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

Chanta — 混全带公九 "Half Outside Hand"

- +More Valuable if Closed (p11)
- $\leftarrow Upgrades into Junchan (p11/13)$
- $\leftarrow Upgrades into Honroutou (p12)$

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

8.2 2 Han Yaku

Chiitoitsu — 七対子 "Seven Pairs"

!! Closed Hand Only

 \Leftarrow Has specific Fu value (p20).

Your hand is made up of seven pairs.

Renfuu – 連風 "Double Wind"

- $ightarrow Upgrades\ from\ Jikaze\ (p9)\ and\ Bakaze\ (p10)$
- $\leftarrow Upgrades\ to\ Shousuushii\ (p14)$

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

Shousangen - 小兰元 "Small Three Dragons"

- → Upgrades from Two Copies of Sangenpai (p10)
- $\leftarrow Upgrades \ to \ Daisangen \ (p14)$

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

Menzen Sanshoku Doujun — 門前三色同順 "Closed Mixed

Triple Sequences"

- !! Closed Hand Only
- -Less valuable when Opened (p10)

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

Menzen Ittsuu – 門前一気通貫 "Closed Full Straight"

!! Closed Hand Only

-Less valuable when Opened (p10)

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

Menzen Chanta — 門前混全帶公九 "Closed Half Outside Hand"

!! Closed Hand Only

- -Less valuable when Opened (p10)
- \leftarrow Upgrades to Junchan (p11/13)

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

Junchan — 純全帯公九 "Full Outside Hand"

- +More valuable if Closed (p13)
- $\rightarrow Upgrades\ from\ Chanta\ (p10/11)$

 $8 \quad YAKU$ 12

 $\leftarrow Upgrades into Chinroutou (p14)$

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

Honroutou - 混老頭 "All Terminals and Honours"

- $\rightarrow Upgrades from Chanta (p10/11)$
- $\leftarrow Upgrades into Chinroutou (p14)$

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

Toitoi — 対々和 "All Triplets"

- $\leftarrow Upgrades \ to \ Suuankou \ (p14)$
- $\leftarrow Upgrades\ to\ Suukantsu\ (p15)$

All blocks in your hand must be groups.

Sanankou – 三暗刻 "Three Concealed Triplets"

 $\leftarrow Upgrades\ to\ Suuankou\ (p14)$

Your hand contains three closed groups.

Sankantsu — 三槓子 "Three Kans"

 $\leftarrow Upgrades \ to \ Suukantsu \ (p15)$

Your hand contains three Kans.

Sanshoku Doukou — 三色同刻 "Triple Triplets"

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

 $\leftarrow Upgrades\ to\ Chinitsu\ (p13/13)$

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

8.3 3 Han Yaku

Ryanpeikou – 二番口 "Double Twin Sequences"

!! Closed Hand Only

 $\rightarrow Upgrades from Iipeikou (p9)$

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

Menzen Junchan — 門前純全帯公九 "Closed Fully Outside Hand"

- !! Closed Hand Only
- -Less valuable when Opened (p11)
- \rightarrow Upgrades from Chanta (p10/11)
- $\leftarrow Upgrades into Chinroutou (p14)$

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

Menzen Honitsu – 門前混一色 "Closed Half Flush"

- !! Closed Hand Only
- +Less valuable if Opened (p12)
- $\leftarrow Upgrades \ to \ Chinitsu \ (p13/13)$

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

8.4 5 Han Yaku

- $+More\ valuable\ when\ Closed\ (p13)$
- → Upgrades from Honitsu (p12/13)

Your hand contains tiles from only one numbered suit.

8.5 6 Han Yaku

- !! Closed Hand Only
- -Less valuable when Opened (p13)
- \rightarrow Upgrades from Honitsu (p12/13)

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

 $8 \quad YAKU$ 14

8.6 Yakuman

Tenhou – 天和 "Blessing of Heaven"

!! Closed Hand Only

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

Chiihou – 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 — 大芸元 "Big Three Dragons"

 $\rightarrow Upgrades\ from\ Shousangen\ (p11)$

Your hand contains three groups of Dragon tiles.

Shousuushii – 小四喜 "Small Four Winds"

- $\rightarrow Upgrades from Jikaze (p9)$
- → Uprgades from Bakaze (p10)
- \rightarrow Upgrades from Renfuu (p11)
- $\leftarrow Upgrades into Daisuushii (p15)$

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

Chinroutou — 清老頭 "All Terminals"

- $\rightarrow Upgrades\ from\ Junchan\ (p11/13)$
- \rightarrow Upgrades from Honroutou (p12)

Your hand contains only Terminal tiles.

Tsuuiisou — 学一色 "All Honours"

Your hand contains only Honour tiles.

Suuankou – 四暗刻 "Four Concealed Triplets"

- $\rightarrow Upgraded from Toitoi (p12)$
- $\rightarrow Upgraded\ from\ Sanankou\ (p12)$

 \leftarrow Upgrades to Suuankou Tanki (p15)

Your hand contains four closed groups.

Suukantsu — 四槓子 "Four Kans"

- $\rightarrow Upgraded\ from\ Toitoi\ (p12)$
- $\rightarrow Upgraded from Sankantsu (p12)$

Your hand contains four Kans.

Ryuuiisou — 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:

Chuurenpoutou – 九連宝灯 "Nine Gates"

!! Closed Hand Only

 $\leftarrow Upgrades \ to \ Junsei \ Chuurenpoutou \ (p16)$

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

Kokushi Musou — 国土無双 "Thirteen Orphans"

!! Closed Hand Only

 $\leftarrow Upgrades\ to\ Kokushi\ Musou\ Juusanmen\ Machi\ (p16)$

Your hand contains the following pattern:

8.7 Double Yakuman

Daisuushii – 大四喜 "Big Four Winds"

 $\rightarrow Upgrades\ from\ Shousuushii\ (p14)$

Your hand contains four groups of Wind tiles.

Suuankou Tanki — 四暗刻単騎待ち "Four Concealed Triplets, Single Tile Wait"

 \rightarrow Upgrades from Suuankou (p14)

Your hand contains four closed groups.

じゅんせい チュウレンポウトウ

Junsei Chuurenpoutou — 純正九連宝灯 "Pure Nine Gates"

!! Closed Hand Only

 $\rightarrow Upgrades\ from\ Chuurenpoutou\ (p15)$

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 – 国士無双十三面待ち

- "Thirteen Orphans Thirteen-sided Wait"
- !! Closed Hand Only
- → Upgrades from Kokushi Musou (p15)

Your hand without your winning tile contains the following pattern:

9 BONUS 17

9 Bonus

9.1 1 Han Bonus

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 – 裏ドラ "Under Dora"

⇒Enabled by Riichi (p8)

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 – 赤ドラ "Red Dora"

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

9.2 100 Point Bonus

Honba – 養み棒 "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.

10 FU 18

10 Fu

10.1 2 Fu

Pon - 中張牌明刻 "Open Simples Triplet"

Have an Open Triplet of any non-orphan tile.

Isshu Machi — 一種待ち "Single Tile Wait"

←A collective term for Tanki Machi (p18), Penchan Machi (p18), Kanchan Machi (p18)

This is a name for a group of Fu giving shapes. Each of them ask for your wait to contain one and only one type of tile.

Tanki Machi – 単騎待ち "Pair Wait"

 \rightarrow A type of Isshu Machi (p18)

The block in your hand that was completed to win, was a single floating tile becoming a pair. For example,

Penchan Machi – 辺張待ち "Edge Wait"

→ A type of Isshu Machi (p18)

The block in your hand that was completed to win was either a "12" or "89" block. For example,

Kanchan Machi – 嵌張待ち "Middle Wait"

→ A type of Isshu Machi (p18)

The block in your hand that was completed to win was a run waiting on its middle tile. For example,

Yakuhai Jantou — 從牌雀頭 "Valued Pair"

 $\leftarrow Upgrades\ to\ Renfuu\ Jantou\ (p19)$

The pair in your hand is a tile that fits a Yakuhai Yaku (p9).

Tsumo - 自摸上がり "Win by Self-Draw"

You win by drawing your winning tile from the wall.

 $10 ext{ } FU$ 19

Kuipinfu – 食い平和 "Open Pinfu"

!! Open Hand Only

Win a hand, that if it were closed, would qualify for the Pinfu yaku (p8).

10.2 4 Fu

Renfuu Jantou — 連風雀頭 "Double Wind Pair"

 $\rightarrow Upgrades\ from\ Yakuhai\ Jantou\ (p18)$

The pair in your hand is a tile that fits the Renfuu Yaku (p11).

Ankou - 中張牌暗刻 "Closed Simples Triplet" Have a Closed Triplet of any non-orphan tile.

Yaochuuhai Pon — 幺九牌明刻 "Open Orphan Triplet"
Have an Open Triplet of any orphan tile.

10.3 8 Fu

Yaochuuhai Ankou — 幺九牌暗刻 "Closed Orphan Triplet" Have a Closed Triplet of any orphan tile.

Kan - 明槓 "Open Simples Quad"
Have an Open Quad of any non-orphan tile.

10.4 10 Fu

Menzen Ron - 門前出上がり "Closed Ron"

!! Closed Hand Only

 ${\rightarrow} Stacks \ with \ Fuutei \ (p20)$

With a closed hand, win off of a discard.

 $10 ext{ } FU$ 20

10.5 16 Fu

チュウチャンパイ あんかん

Ankan — 中張牌暗槓 "Closed Simples Quad"

Have a Closed Quad of any non-orphan tile.

Yaochuuhai Kan — 女九牌明槓 "Open Orphan Quad"

Have an Open Quad of any orphan tile.

10.6 20 Fu

Fuutei - 副底 "Base Fu"

!! Always Applied

 \leftarrow Stacks with Menzen Ron (p19)

Win a hand. This fu is almost always added to a winning hand.

Pindzumo – 平和自摸上がり "Pinfu Tsumo"

×Negates all other fu, including Fuutei (p20)

!! Closed Hand Only

⇒Requires Pinfu (p8)

Win a closed Pinfu (p8) hand off a self draw.

10.725 Fu

Chiitoitsu - 七対子 "Seven Pairs"

× Negates all other fu, including Fuutei (p20)

!! Closed Hand Only

⇒Is also a Yaku (p10)

Win a hand that qualifies for Chiitoitsu (p10).

10.8 32 Fu

Yaochuuhai Ankan — 幺九牌暗槓 "Closed Orphan Quad" Have a Closed Quad of any orphan tile.