

# **Basic Ari-Ari Mahjong Rules**

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version: main: core-init-27 core-equipment-9

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# Part I

## Equipment

### 1 Tiles

The game is played with 136 tiles. Each tile has exactly four copies of it in the deck, and no further.

#### 1.1 Numbered Tiles

There are three suits of numbered tiles. These tiles may form runs. They are ordered 1 through 9 in each of the following examples:

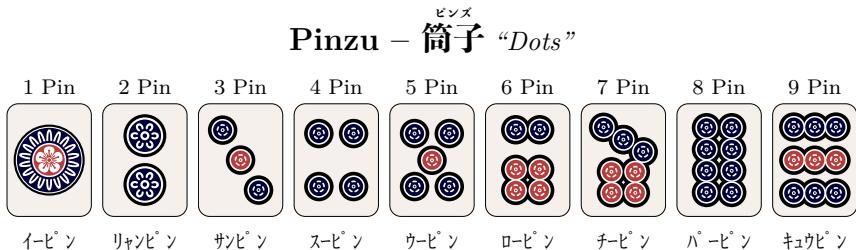


Figure 1: Pinzu Tiles

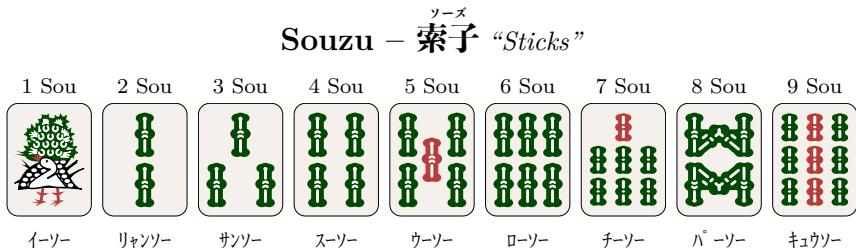


Figure 2: Souzu Tiles

**Manzu** – 萬子 “Mans”



Figure 3: Manzu Tiles

## 1.2 Honour Tiles

There are two suits of honour tiles. These tiles may *not* form runs. Each of the honours do not follow a simple numbered structure and will be named below in each of their sections

**Kazepai** – 風牌 “Winds”



Figure 4: Wind Tiles

**Sangenpai** – 三元牌 “Dragons”

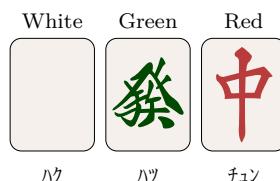


Figure 5: Dragon Tiles

### 1.3 Red Dora

Some tiles can be recoloured to be entirely Red. These tiles are known as Red or Aka Dora. Each Red Dora must replace a non-red couterpart. This ruleset uses one of each red five shown below. This then means that there are three normal fives, and one red five per suit.



Figure 6: Red Dora Tiles

## 2 Point Sticks

In addition to the tiles, you will need point sticks to tally the score and exchange them easily. See below for two distributions recommended for the 25,000 point starting score. Should you have any busting sticks, you may add them in at 2 per player.

10,000 points*		$\times 2$ ( <i>if you have</i> )
10,000 points		$\times 1$
5,000 points		$\times 2$
1,000 points		$\times 4$
500 points		$\times 1$
100 points		$\times 5$

Figure 7: Typical 13 stick distribution

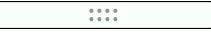
10,000 points*		$\times 2$ ( <i>if you have</i> )
5,000 points		$\times 3$
1,000 points		$\times 8$
500 points		$\times 3$
100 points		$\times 5$

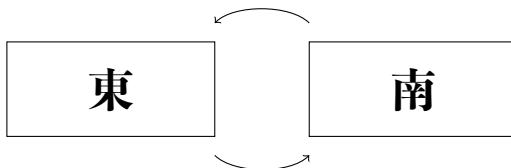
Figure 8: Bellbird stick distribution

In order to count your score, add up the values of all sticks in your point tray, then if you are playing with bust sticks, subtract the value of the bust sticks you started with. So if you are playing with the 13 stick distribution (*Figure 7*), and you have one of each stick left in your tray, you have:  $10,000 + 10,000 + 5,000 + 1,000 + 500 + 100 - 20,000 = 6,600$  points.

### 3 Utility

#### Chichaa Mark – 起家マーク “Starting Dealer Mark”

The Chichaa mark is a marker given to the player who starts off as dealer. This mark displays not only the starting dealer, but also which round wind we are in. Having both faces for East and South on it.



#### Dice – サイコロ “Dice”

Two standard six-sided dice are given to the player who starts off as dealer. They are passed around along with the dealership. They are used to break the wall at the start of every hand (*subsection 5.2*).

# Part II

# Playing the Game

## 4 Seting up a Game

### 4.1 Determine Seating

Before the game begins, we need to determine who is sitting where. It is recommended to do this by drawing tiles for seats. In order to actually draw tiles for seats:

1. Gather one copy of East, South, West, and North. (東 南 西 北)
2. A player will thoroughly shuffle them face down and present them to the other players. (東 南 西 北)
3. The other players will each draw one tile, ensuring the last tile is left for the one who shuffled them. (此 東 西 此)
4. The player who drew East will select their seat, with everyone else sitting according to how the winds are placed. That is – going counterclockwise – East, South, West, North.

### 4.2 Distribute Items

After which, we set up the equipment for every player. The player who is East is given the Chichaa Mark (*p7*) and the dice. Everyone is given 25,000 points in point sticks. The recommended distribution is shown in Figure 7 (*p6*): 10,000 points  $\times 1$ , 5,000 points  $\times 2$ , 1,000 points  $\times 4$ , 500 points  $\times 1$ , 100 points  $\times 5$ .

### 4.3 Game State

## 5 Setting up a Hand

### 5.1 Shuffling the Tiles

Before the hand can begin, the tiles must *all* be flipped face down then shuffled thoroughly. This is done by everyone pushing the tiles into one another in a collaborative way. It is recommended to keep your palms on the mat, and push tiles inwards to the center to mimic the pattern of swirling water down the drain. While doing so ensure that a minimal amount of tiles get flipped up, and should a tile get flipped up it is flipped down quickly. There is no need to push with a lot of force. It is recommended to shuffle for about thirty seconds.

Then players will grab tiles from the shuffled pool and build two rows of seventeen tiles. Should a tile be accidentally flipped face up during this process, flip it face down and push it back into the shuffled tiles. You should not be building your own wall with tiles that you accidentally flipped face up. Once both rows are completed, stack the row closer to you on top of the row further away from you. Then push your part of the wall closer to the middle to make a sort of square in the middle.

### 5.2 Breaking the Wall

Once the wall has been built, pass the two dice to the dealer. They will then roll them and add them together to determine where to break the wall. This is analogous to cutting the deck for games using cards. To determine where exactly to break the wall, starting from your wall, count counterclockwise wall by wall until you hit the number rolled. Then count a number of stacks of tiles clockwise in that wall equal to the number rolled. That is where the break in the wall will be.

Below is an example diagram showing where the wall break is on a roll of seven. You will count seven walls, getting to the West player's wall, then break that wall between the seventh and eighth stack going clockwise over it.

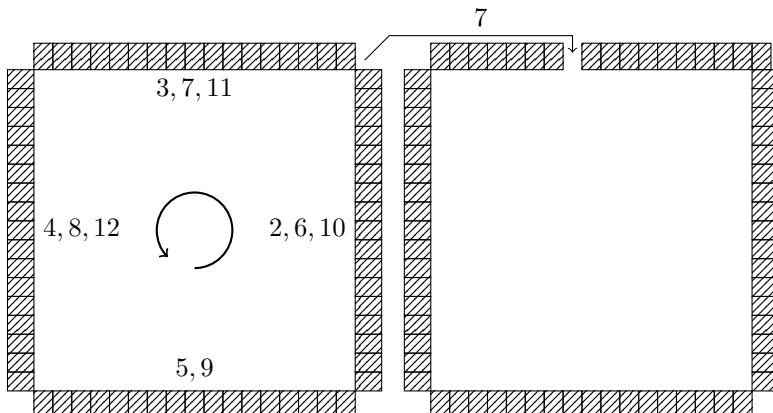


Figure 9: A diagram showing how to break the wall properly.

### 5.3 Distributing the Tiles

After the wall is broken, everyone will draw their own tiles to make their own hands. Starting from the dealer, draw the first two stacks of the wall after the break. It will be a sort of  $2 \times 2$  block. Then the next player will draw their block of tiles. This continues until everyone has drawn three blocks. Everyone in turn order will draw their thirteenth tile, then the dealer draws their fourteenth tile. It is common practice for the dealer to draw both their thirteenth and fourteenth tile together by gripping both at once.

Below is a diagram showing how exactly each player will draw their hands on the example roll of a seven. Note that for the section under the \*, both tiles labelled with an “E” are the ones the dealer would draw if they wish to draw both their thirteenth and fourteenth tile at once.

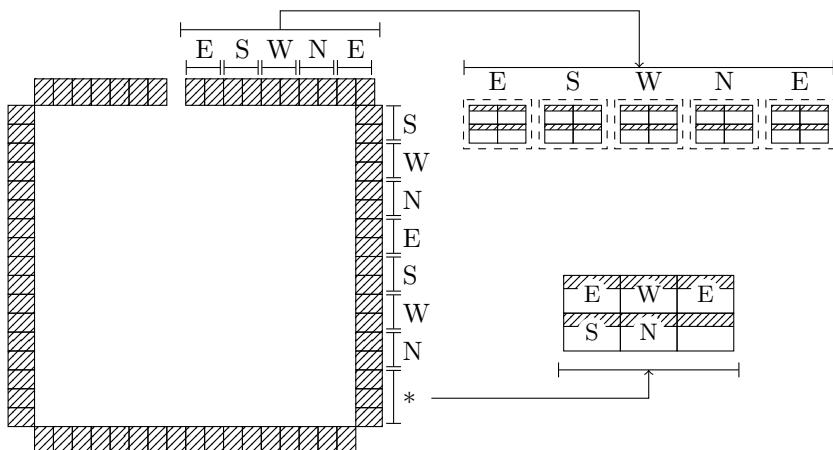


Figure 10: A diagram showing how to draw your opening hands correctly.

#### 5.4 Setting up the Dead Wall

While this is all going on, the player whose wall was broken should prepare the dead wall. In order to do so, they must drop down the Rinshan Tile, and reveal the first Dora indicator. The below diagram shows you how to do so. The Dora indicator is the top tile of the third stack in, counting counterclockwise from the break, and the Rinshan Tile is the top tile in the first stack in. We drop the Rinshan Tile to ensure it doesn't accidentally get knocked over during the game. This tile is very important, because it will be the tile that is drawn after calling a Kan (*p16*). In addition to that, winning by drawing it after a Kan gives you the Rinshan Kaihou yaku (*p26*). So we want to make sure that that tile is not accidentally exposed.

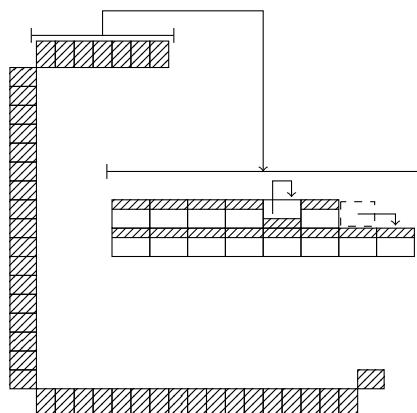


Figure 11: A diagram showing what needs to be done to properly set up the dead wall.

## 6 Gameplay

After everyone has their starting hands, we may begin playing the game. The Dealer will take the first turn.

### 6.1 Draw a Tile

Take the most counter-clockwise tile remaining in the live wall and add it to your hand.

When you draw a tile, ensure it does not get incorporated or sorted into your hand. This is important because players must be able to determine if the tile you discard is the one you just drew or not. You may leave a small gap between your hand and the tile you just drew, leave it sideways next to your hand, or you may place it sideways on top of your hand. All that matters is you do not incorporate it into your hand until after you discard a tile.

### 6.2 You Make Calls / Declarations

This is the time in which you may make calls and declarations that happen on your turn. The available calls are: Kakan (*p17*), and Ankan (*p17*). The available declarations are: Tsumo (*p18*), and Riichi (*p18*).

If you declare Riichi at this time, you must move directly to the next step and discard a tile.

### 6.3 Discard

Choose any tile in your hand, and discard it into your discards in front of you.

You should be keeping your discards in orderly rows no more than six tiles long. If you would discard a seventh tile in a row, instead start a new row below it. If you would make your nineteenth or higher discard, you may either extend your third row or start a new fourth row, this is up to you.

## 6.4 Others Make Calls / Declarations

After you discard a tile and before the next player draws their tile, everyone else will have a chance to make calls with that tile or declare a win on that tile.

There are a few things of note for making calls this way: While there are no tiles left in the live wall, calls may not be made during this step. After a call is made, it will be the calling player's turn and they will continue from the appropriate step, typically Discard.

A tile discarded can only be claimed by *one* call or declaration. If more than one person wants that tile, there is a priority to determine who actually gets it. It is: Ron (*p18*) → Kan (*p16*)/Pon (*p16*) → Chii (*p16*).

In the case where more than one player wants to declare Ron, the player closest to the discarmer in turn order gets to declare it. This is typically called Atamahane, or headbump.

You should be calling Ron, Pon, and Kan immediately. If you want to call Chii, wait for a bit of time to pass – around one to two seconds – then make your call.

## 6.5 Next Turn

Then the next player – that is the player to your *right* – will begin their turn by Drawing a Tile. However, if there are no tiles left in the live wall, instead proceed to Exhaustive Draw (*subsection 6.6*).

## 6.6 Exhaustive Draw

When there are no tiles left in the live-wall, and a turn would start, instead players will declare the state of their hand and will be paid out accordingly.

Starting from the dealer: if a player has a ready hand, they may say “Tenpai” and reveal their hand, otherwise they will say “Noten” and flip their hand face down. If you have declared Riichi, you are obligated to declare “Tenpai” during this procedure.

After which, all the Noten players will collectively pay the Tenpai players collectively 3,000 points. That is, if there are two Noten players and two Tenpai players. Both Noten players will have to pay 1,500 points, and each Tenpai player will receive 1,500 points. A table below shows all

combinations and payments per player:

Players Tenpai	0	1	2	3	4
Noten Payments	—	-1,000	-1,500	-3,000	—
Tenpai Paid	—	+3,000	+1,500	+1,000	—

## 6.7 End of Hand

After a winning declaration happens or the exhaustive draw is reached. You will either move to the next hand, and move to Setting Up a Hand (*section 5*) with a few things changed, or end the game and move to End of Game Scores (*subsection 9.2*).

## 7 Calls

### 7.1 From the Discards

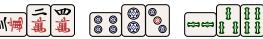
#### Chii – チー “Chii”

*!! May only be done from the player to your left*

*✗ Superceded by Pon (p16), Kan (p16), and Ron (p18)*

*✗ May not be done while there are no tiles left in the live wall*

As the player to your left discards a tile, you may say “Chii,” reveal two tiles in your hand that form a run with the discarded tile, meld them, then discard a tile. See below for examples of Chiis.

These look weird, but are right: 

#### Pon – ポン “Pon”

*✗ Superceded by Ron (p18)*

*✗ May not be done while there are no tiles left in the live wall*

*↔ Upgrades into Kakan (p17)*

As any player discards a tile, you may say “Pon,” reveal two tiles in your hand that form a set with the discarded tile, meld them, then discard a tile. Please ensure the tile you grab and rotated sideways is placed correctly for where you got it from. See examples of Pons below.

From the player on your left: 

From the player across from you: 

From the player to your right: 

#### Kan – 明槢 “Kan”

*✗ Superceded by Ron (p18)*

*✗ May not be done while there are no tiles left in the live wall*

*↔ Enables Rinshan Kaihou (p26)*

As any player discards a tile, you may say “Kan,” reveal three tiles in your hand that form a set with the discarded tile, meld them, draw a tile from the dead wall, reveal a new Dora indicator, then discard a tile. Please ensure the tile you grab and rotated sideways is placed correctly for where you got it from. See examples of Kans below.

From the player on your left: 

From the player across from you: 

From the player to your right: 

## 7.2 After Drawing

However, there are three types of Kans. The other two are able to be performed only on your turn after drawing a tile.

### Kakan – 加槓 “Upgraded Kan”

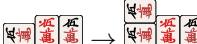
$\times$  May not be done while there are no tiles left in the live wall

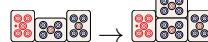
$\rightarrow$  Upgrades from Pon (p16)

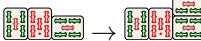
$\Leftarrow$  Enables Rinshan Kaihou (p26)

$\Leftarrow$  Enables Chankan (p26)

After you have drawn a tile, if you have a Pon of some tile, and have the fourth tile of that type in your hand, you may say “Kan.” Reveal that tile in your hand, place it sideways above the other sideways tile melding it, draw a tile from the dead wall, reveal a new Dora indicator, then discard a tile.

From the player on your left:  → 

From the player across from you:  → 

From the player to your right:  → 

### Ankan – 暗槓 “Closed Kan”

!! Does not open your hand

$\times$  May not be done while there are no tiles left in the live wall

$\Leftarrow$  Enables Rinshan Kaihou (p26)

$\Leftarrow$  Enables Chankan for Thirteen Orphans only (p26)

After you have drawn a tile, if you have four copies of a tile in your hand, you may say “Kan.” Reveal all of those tiles, flip the outer two face down, melding it, draw a tile from the dead wall, reveal a new Dora indicator, then discard a tile.

 → 

8 Declarations

## 8.1 Declaring Riichi

## Riichi – リーチ “Riichi”

*!! Ready hand required*

*!! Furiten (p19) is permanent*

*!! Closed Hand Only*

On your turn, just before you discard, if your hand is ready – that is it has one or more tiles that complete it – you may say “Riichi.” After which, discard a tile from your hand sideways. If no one declares a win on that tile, wager a 1,000 point stick in the middle of the table.

For the rest of your hand, you may only discard the tile you draw, declare Ron (*p18*), declare Tsumo (*p18*), or call an Ankan using the tile you just drew (*p17*). When you call an Ankan, it may not cause the structure or wait of your hand to change.

For example, in this hand: , you can not call an Ankan if you draw the . This is because it changes the wait from  to *only* . This is true *also* for this hand: . Even though the wait does not change – (*there are only four copies of a tile*) – the structure of your hand does change, making this Ankan illegal.

When you declare a win, for every dora indicator, reveal the tile underneath it as an ura dora indicator.

## 8.2 Declaring a Win

Ron – ロン “Ron”

*!! Requires at least one yaku (p25)*

× Negated by Furiten (p19)

As a tile is discarded that completes your hand, if you are not Furiten, you may declare "Ron," reveal your entire hand, tally the score as described in the section on Paying out a Winning Hand (*p20*), then the hand ends. Multiple players may declare Ron on the same tile.

## Tsumo – <sup>ツモ</sup>自摸 “Tsumo”

*!! Requires at least one yakky (p25)*

As you draw a tile that completes a hand, you may declare “Tsumo.”

set the winning tile to the side of your hand, reveal your entire hand, tally the score as described in the section on Paying out a Winning Hand (*p20*), then the hand ends.

### 8.2.1 Furiten

Furiten is a rule which restricts you from declaring Ron. It is based off of two fundamental ideals: You can't choose who you win off of, and you can't throw away a win and still be able to win off someone else. They have become the following rules:

1. Should a tile be discarded that is in the wait of your hand, and you do not declare Ron on it, you may not declare Ron until you next discard a tile.
  - (a) If you have declared Riichi this hand, you may not declare Ron until the start of the next hand.
2. While a tile in your discards is also in your wait, you may not declare Ron.

# Part III

# Scoring

## 9 Scoring

### 9.1 Paying out a Winning Hand

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

1. Count the Han earned from Yaku 10, and Bonuses 11.1.
2. If that number is 4 or lower, count the Fu 12 the hand earns. Round that to the next 10, with the exception of hands winning with Chitoitsu (*p27*), that hand is always worth 25 fu.

After determining the Han, and if needed Fu, consult the table in Figure 12 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.

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
Sanbaiaman 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	Wait/Pair Fu
Winning	20			Single Wait
Closed Ron	+10			Yakuhanai Pair
Pinfu Tsumo	=20			Tsumo
7 Pairs	=25			

Figure 12: In-Game Scoring Table

## 9.2 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:

1. 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.

To aid in this process, an additional match scoresheet is attached in Figure 9.2. It is recommended to use it for tabulating score after each Game to determine a winner in a four game series.

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, ▲5,100, ▲8,200, ▲18,000
- Dividing by 1,000 becomes:  
11.3, ▲5.1, ▲8.2, ▲18.0
- Adding the Uma:  
41.3, 4.9, ▲18.2, ▲48.0
- Then the Oka:  
61.3, 4.9, ▲18.2, ▲48.0

## Basic Ari-Ari Mahjong Rules Scoresheet

Player 1   Player 2   Player 3   Player 4

Raw Score					<i>Game 1</i>
Match Points					
Placement					
<b>Total</b>					
Raw Score					<i>Game 2</i>
Match Points					
Placement					
Subtotal					
<b>Total</b>					
Raw Score					<i>Game 3</i>
Match Points					
Placement					
Subtotal					
<b>Total</b>					
Raw Score					<i>Game 4</i>
Match Points					
Placement					
Subtotal					
<b>Grand Total</b>					

**Starting Score:** 25,000

**Uma:** +30/+10/▲10/▲30

**Return Score:** 30,000

**Oka:** +20

## Basic Ari-Ari Mahjong Rules Game Scoresheet

		East	South	West	North
Starting Score		25,000	25,000	25,000	25,000
-	( )	R	R	R	R
-	( )	R	R	R	R
-	( )	R	R	R	R
-	( )	R	R	R	R
-	( )	R	R	R	R
-	( )	R	R	R	R
-	( )	R	R	R	R
-	( )	R	R	R	R
-	( )	R	R	R	R
-	( )	R	R	R	R
-	( )	R	R	R	R
-	( )	R	R	R	R
-	( )	R	R	R	R
-	( )	R	R	R	R
-	( )	R	R	R	R
Final Score					
Match Points					
Placement					
Total					

**Starting Score:** 25,000

**Uma:** +30/+10/▲10/▲30

**Return Score:** 30,000

**Oka:** +20

## 10 Yaku

### 10.1 1 Han Yaku

#### Riichi – リーチ “Riichi”

!! Closed Hand Only

←Enables Ippatsu (p25)

⇐Enables Ura Dora (p34)

↔Upgrades into Double Riichi (p25)

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 – 一発 “One Shot”

!! Closed Hand Only

✗Broken by Chii, Pon, or Kan calls

→Requires Riichi (p25)

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 (p25)

→Stacks with Riichi (p25)

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.

#### Pinfu – 平和 “Pinfu”

!! Closed Hand Only

⇐Has specific Fu values (p36, 37)

Your hand does not generate any additional fu. That is, your hand is all sequences, your pair is not a Yakuhan (p26), and the final block waiting to be filled is an open ended run.

**Iipeikou** – イーベーゴー “Twin Sequences”

!! *Closed Hand Only*

← Upgrades to *Ryanpeikou* (p30)

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

**Haitei Raoyue** – ハイティラオユエ “Under the Sea”

Win by drawing the last tile in the live wall.

**Houtei Raoyui** – ホーテイラオユイ “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 “After a Kan”

× Negates *Haitei Raoyue* (p26)

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

**Chankan** – チャンカン “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 (p32)

**Yakuhan** – やくはん “Valued Tile”

→ A collective term for *Jikaze* (p26), *Bakaze* (p27), *Sangenpai* (p27)

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

**Jikaze** – ジカゼ “Seat Wind”

→ A type of *Yakuhan* (p26)

← Upgrades into *Renfuu* (p28) with *Jikaze* (p26)

← Upgrades into *Shousuwashii* (p31)

Have a group of the wind corresponding to your seat.

**Bakaze** – 場風 ばかぜ “Round Wind”

→A type of *Yakuhanai* (p26)

←Upgrades into *Renfuu* (p28) with *Bakaze* (p27)

←Upgrades into *Shousuushii* (p31)

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 *Yakuhanai* (p26)

←Upgrades into *Shousangen* (p28)

Have a group of any dragon tile.

**Tanyao** – 断幺九 タンヤオチュー “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 (p28)

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

**Ittsuu** – 一氣通貫 いっきつうかん “Full Straight”

+More Valuable if Closed (p28)

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

**Chanta** – 混全帶公九 ホンチャンタイヤオチュウ “Half Outside Hand”

+More Valuable if Closed (p28)

←Upgrades into *Junchan* (p28, 30)

←Upgrades into *Honroutou* (p29)

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

## 10.2 2 Han Yaku

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

!! Closed Hand Only

⇐Has specific Fu value (p37).

Your hand is made up of seven pairs.

## Renfuu – 連風 “Double Wind”

→ Upgrades from Jikaze (p26) and Bakaze (p27)

← Upgrades to Shousuushii (p31)

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

## Shousangen – 小三元 しょうさんげん “Small Three Dragons”

→ Upgrades from Two Copies of Sangenpai (p27)

← Upgrades to Daisangen (p31)

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

## Menzen Sanshoku Doujun – 門前三色同順 メンゼン さんしょくどうじゅん “Closed Mixed Triple Sequences”

!! Closed Hand Only

– Less valuable when Opened (p27)

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

## Menzen Itsuu – 門前一氣通貫 メンゼン いっきてうかん “Closed Full Straight”

!! Closed Hand Only

– Less valuable when Opened (p27)

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

## Menzen Chanta – 門前混全帶公九 メンゼン ホンチャンタイヤオチュウ “Closed Half Outside Hand”

!! Closed Hand Only

– Less valuable when Opened (p27)

← Upgrades to Junchan (p28, 30)

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

## Junchan – 純全帶公九 ジュンチャンタイヤオチュウ “Full Outside Hand”

+ More valuable if Closed (p30)

→ Upgrades from Chanta (p27, 28)

← Upgrades into Chinroutou (p31)

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

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

→ Upgrades from Chanta (p27, 28)

← Upgrades into Chinroutou (p31)

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

### Toitoi – 対々和 トイトイホー “All Triplets”

← Upgrades to Suuankou (p32)

← Upgrades to Suukantsu (p32)

All blocks in your hand must be groups.

### Sanankou – 三暗刻 サンアンコウ “Three Concealed Triplets”

← Upgrades to Suuankou (p32)

Your hand contains three closed groups.

### Sankantsu – 三槓子 サンカクツ “Three Kans”

← Upgrades to Suukantsu (p32)

Your hand contains three Kans.

### Sanshoku Doukou – 三色同刻 サンショクドウコウ “Triple Triplets”

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

### Honitsu – 混一色 ホンイーツー “Half Flush”

+ More Valuable if Closed (p30)

← Upgrades to Chinitsu (p30, 30)

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

### 10.3 3 Han Yaku

**Ryanpeikou** – 二盃口 “Double Twin Sequences”  
リヤンペーゴー

!! Closed Hand Only

→ Upgrades from Iipeikou (p26)

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

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

!! Closed Hand Only

- Less valuable when Opened (p28)

→ Upgrades from Chanta (p27, 28)

← Upgrades into Chinroutou (p31)

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”  
メンゼン ホンイツー

!! Closed Hand Only

+ Less valuable if Opened (p29)

← Upgrades to Chinroutou (p30, 30)

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

### 10.4 5 Han Yaku

**Chinroutou** – 清一色 “Full Flush”  
チソイツー

+ More valuable when Closed (p30)

→ Upgrades from Honitsu (p29, 30)

Your hand contains tiles from only one numbered suit.

### 10.5 6 Han Yaku

**Menzen Chinroutou** – 門前清一色 “Closed Full Flush”  
メンゼン チソイツー

!! Closed Hand Only

- Less valuable when Opened (p30)

→ Upgrades from Honitsu (p29, 30)

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

## 10.6 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** – 大三元 “*Big Three Dragons*”

→ Upgrades from Shousangen (p28)

Your hand contains three groups of Dragon tiles.

**Shousuushii** – 小四喜 “*Small Four Winds*”

→ Upgrades from Jikaze (p26)

→ Upgrades from Bakaze (p27)

→ Upgrades from Renfuu (p28)

← Upgrades into Daisuushii (p32)

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

**Chinroutou** – 清老頭 “*All Terminals*”

→ Upgrades from Junchan (p28, 30)

→ Upgrades from Honroutou (p29)

Your hand contains only Terminal tiles.

**Tsuuiisou** – 宇一色 “*All Honours*”

Your hand contains only Honour tiles.

**Suuankou – 四暗刻** <sup>スーアンゴー</sup> “Four Concealed Triplets”

→ Upgraded from Toitoi (p29)

→ Upgraded from Sanankou (p29)

← Upgrades to Suuankou Tanki (p33)

Your hand contains four closed groups.

**Suukantsu – 四槓子** <sup>スーカンツ</sup> “Four Kans”

→ Upgraded from Toitoi (p29)

→ Upgraded from Sankantsu (p29)

Your hand contains four Kans.

**Ryuuiisou – 緑一色** <sup>リューアイーソー</sup> “All Green”

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

**Chuurenpooutou – 九連宝灯** <sup>チュウレンボウドウ</sup> “Nine Gates”

!! Closed Hand Only

← Upgrades to Junsei Chuurenpooutou (p33)

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

**Kokushi Musou – 國士無双** <sup>こくしむそう</sup> “Thirteen Orphans”

!! Closed Hand Only

← Upgrades to Kokushi Musou Juusanmen Machi (p33)

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

## 10.7 Double Yakuman

**Daisuushii – 大四喜** <sup>ダイスーシー</sup> “Big Four Winds”

→ Upgrades from Shousuushii (p31)

Your hand contains four groups of Wind tiles.

**Suuankou Tanki – 四暗刻单騎待ち** スーアンコウ タンキマチ “Four Concealed Triplets, Single Tile Wait”

→ Upgrades from Suuankou (p32)

Your hand contains four closed groups.

**Junsei Chuurenlpoutou – 純正九連宝灯** じゅんせい チュウレンボウトウ “Pure Nine Gates”

!! Closed Hand Only

→ Upgrades from Chuurenlpoutou (p32)

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** こくしほうじゅうさんめんまち

“Thirteen Orphans Thirteen-sided Wait”

!! Closed Hand Only

→ Upgrades from Kokushi Musou (p32)

Your hand without your winning tile contains the following pattern:



## 11 Bonus

### 11.1 1 Han Bonus

#### Dora – 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 – 裏ドラ “Under Dora”

⇒ Enabled by Riichi (p25)

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.

### 11.2 100 Point Bonus

#### Honba – 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.

## 12 Fu

### 12.1 2 Fu

チュウチヤンバイ みんこー

#### Pon – 中張牌明刻 “Open Simples Triplet”

Have an Open Triplet of any non-orphan tile.

いっしゅ ま

#### Isshu Machi – 一種待ち “Single Tile Wait”

←A collective term for Tanki Machi (p35), Penchan Machi (p35), Kanchan Machi (p35)

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.

たんき ま

#### Tanki Machi – 単騎待ち “Pair Wait”

→A type of Isshu Machi (p35)

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

へんちゃん ま

#### Penchan Machi – 辺張待ち “Edge Wait”

→A type of Isshu Machi (p35)

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

ほんちゃん ま

#### Kanchan Machi – 嵌張待ち “Middle Wait”

→A type of Isshu Machi (p35)

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

やくはい じょんどう

#### Yakuhan Jantou – 役牌雀頭 “Valued Pair”

←Upgrades to Renfuu Jantou (p36)

The pair in your hand is a tile that fits a Yakuhan Yaku (p26).

つも あ

#### Tsumo – 自摸上がり “Win by Self-Draw”

You win by drawing your winning tile from the wall.

## Kuipinfu – 食い平和 キンブ “Open Pinfu”

!! Open Hand Only

Win a hand, that if it were closed, would qualify for the Pinfu yaku (p25).

### 12.2 4 Fu

#### Renfuu Jantou – 連風雀頭 レンブー ジャンとう “Double Wind Pair”

→ Upgrades from Yakuhan Jantou (p35)

The pair in your hand is a tile that fits the Renfuu Yaku (p28).

#### Ankou – 中張牌暗刻 チュウザンパイ あんこー “Closed Simples Triplet”

Have a Closed Triplet of any non-orphan tile.

#### Yaochuuahai Pon – 玄九牌明刻 ヤオチューハイ みんこー “Open Orphan Triplet”

Have an Open Triplet of any orphan tile.

### 12.3 8 Fu

#### Yaochuuahai Ankou – 玄九牌暗刻 ヤオチューハイ あんこー “Closed Orphan Triplet”

Have a Closed Triplet of any orphan tile.

#### Kan – 明槀 ミンカン “Open Simples Quad”

Have an Open Quad of any non-orphan tile.

### 12.4 10 Fu

#### Menzen Ron – 門前出上がり メンゼン で あ “Closed Ron”

!! Closed Hand Only

→ Stacks with Fuutei (p37)

With a closed hand, win off of a discard.

## 12.5 16 Fu

**Ankan** – 中張牌暗槓 チュウチャンパイ あんかん “Closed Simples Quad”

Have a Closed Quad of any non-orphan tile.

**Yaochuuhai Kan** – 玄九牌明槓 ヤオチューハイ みんかん “Open Orphan Quad”

Have an Open Quad of any orphan tile.

## 12.6 20 Fu

**Fuutei** – 副底 フーテイ “Base Fu”

!! Always Applied

←Stacks with Menzen Ron (p36)

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

**Pindzumo** – 平和自摸上がり ピンフ ツモ あ “Pinfu Tsumo”

×Negates all other fu, including Fuutei (p37)

!! Closed Hand Only

⇒Requires Pinfu (p25)

Win a closed Pinfu (p25) hand off a self draw.

## 12.7 25 Fu

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

×Negates all other fu, including Fuutei (p37)

!! Closed Hand Only

⇒Is also a Yaku (p27)

Win a hand that qualifies for Chiitoitsu (p27).

## 12.8 32 Fu

**Yaochuuhai Ankan** – 玄九牌暗槓 ヤオチューハイ あんかん “Closed Orphan Quad”

Have a Closed Quad of any orphan tile.