

# 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 – <sup>ピンフ</sup>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 – <sup>イーペーコー</sup>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 – <sup>ハイテイラオユエ</sup>海底撈月 “Under the Sea”

Win by drawing the last tile in the live wall.

# Houtei Raoyui – <sup>ホーテイラオユイ</sup>河底撈魚 “Under the River”

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

# Rinshan Kaihou – <sup>リンシャンカイホウ</sup>嶺上開花 “After a Kan”

×Negates Menzen Tsumo (p5)

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

# Chankan – <sup>チャンカン</sup>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 – <sup>やくはい</sup>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<sup>じかぜ</sup> “*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<sup>ばかぜ</sup> “*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<sup>さんげんぱい</sup> “*Dragon Tiles*”

→ *A type of Yakuhai (p6)*

← *Upgrades into Shousangen (p8)*

Have a group of any dragon tile.

**Tanyao** – 断公九<sup>タンヤオチュウ</sup> “*All Simples*”

None of the tiles in your hand are Orphan tiles.

**Sanshoku Doujun** – 三色同順<sup>さんしょくどうじゅん</sup> “*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<sup>いっきつうかん</sup> “*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<sup>ホンチャンタイヤオチュウ</sup> “*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** – <sup>チートイツ</sup> 七対子 “*Seven Pairs*”

!! *Closed Hand Only*

Your hand is made up of seven pairs.

**Renfuu** – <sup>れんぷー</sup> 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** – <sup>しょうさんげん</sup> 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** – <sup>メンゼン さんしょくどうじゅん</sup> 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** – <sup>メンゼン いっきつうかん</sup> 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** – <sup>メンゼン ホンチャンタイヤオチュウ</sup> 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** – <sup>リャンペーコー</sup> 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** – <sup>メンゼン ジュンチャンタイヤオチュウ</sup> 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** – <sup>メンゼン ホンイーツー</sup> 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** – <sup>チンイーツー</sup> 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** – <sup>メンゼン チンイーツー</sup> 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 – <sup>テンホー</sup>天和 “*Blessing of Heaven*”

!! *Closed Hand Only*

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

Chiihou – <sup>チーホー</sup>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 – <sup>だいさんげん</sup>大三元 “*Big Three Dragons*”

→ *Upgrades from Shousangen (p8)*

Your hand contains three groups of Dragon tiles.

Shousuushii – <sup>ショースーシー</sup>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 – <sup>チンロウトウ</sup>清老頭 “*All Terminals*”

→ *Upgrades from Junchan (p9/10)*

→ *Upgrades from Honroutou (p9)*

Your hand contains only Terminal tiles.

Tsuuiisou – <sup>ツイーソー</sup>字一色 “*All Honours*”

Your hand contains only Honour tiles.

### Suuankou – <sup>スーアンコー</sup> 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 – <sup>スーカンツ</sup> 四槓子 “Four Kans”

→ Upgraded from Toitōi (p9)

→ Upgraded from Sankantsu (p9)

Your hand contains four Kans.

### Ryuuuisou – <sup>リュウイソー</sup> 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 – <sup>チュウレンボウトウ</sup> 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 – <sup>こくしむそう</sup> 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 – <sup>ダイスーシー</sup> 大四喜 “Big Four Winds”

→ Upgrades from Shousuushii (p11)

Your hand contains four groups of Wind tiles.

## Suuankou Tanki – <sup>スーアンコー</sup>四暗刻 <sup>たんきまち</sup>単騎待ち “Four Concealed Triplets, Single Tile Wait”

→ Upgrades from Suuankou (p12)

Your hand contains four closed groups.

## Junsei Chuurenpoutou – <sup>じゅんせい チュウレンポウトウ</sup>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 – <sup>こくしむそう</sup>国士無双 <sup>じゅうさんめんまち</sup>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 – <sup>おもて</sup>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 – <sup>うら</sup>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 – <sup>あか</sup>赤ドラ “Red Dora”

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

## 8.2 100 Point Bonus

### Honba – <sup>つ</sup><sup>ほう</sup>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