Basic Ari-Ari Mahjong Rules

Matthew Rappaport

version: core: core-init-1 core-scoring-0

Contents

T	Eq	uipment	3		
1	Tile	es			
2	Poir	nt Sticks	3		
3	Util	ity	3		
II	Pl	aying the Game	4		
4	Seting up a Game				
5	Setting up a Hand				
6	6 Gameplay				
II	I S	coring	5		
7	Yak	\mathbf{u}	5		
	7.1	1 Han Yaku	5		
	7.2	2 Han Yaku	5		
	7.3	3 Han Yaku	5		
	7.4	5 Han Yaku	5		
	7.5	6 Han Yaku	5		
	7.6	Yakuman	5		
	7.7	Double Yakuman	5		
8	Bon	us	5		
	8.1	1 Han Bonus	5		

	8.2	100 Point Bonus	5	
9	Scoring		5	
	9.1	Paying out a Winning Hand	5	
	9.2	End of Game Scores	5	

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
- 7.2 2 Han Yaku
- 7.3 3 Han Yaku
- 7.4 5 Han Yaku
- 7.5 6 Han Yaku
- 7.6 Yakuman
- 7.7 Double Yakuman
- 8 Bonus
- 8.1 1 Han Bonus
- 8.2 100 Point Bonus
- 9 Scoring
- 9.1 Paying out a Winning Hand
- 9.2 End of Game Scores