

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

4.1 Distributing the Point Sticks

At the beginning of the game, each player will have a total of 25,000 points. These are counted using point sticks. Below is the recommended distribution, however it can vary so long as the total value of the point sticks is 25,000.

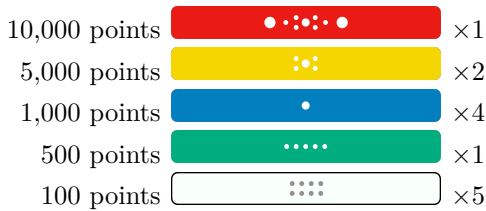


Figure 1: Recommended point stick distribution.

4.2 Drawing for Seats

After distribution of point sticks, the seating order of the players must now be determined. There are many ways to do this, three are detailed below. All of these require that you set aside the tiles East, South, West, and North.

Direct Draw

For this draw method, you will only need East, South, West, and North.

1. A player will shuffle all four of the tiles face down.
2. Every other player will draw a tile, leaving the last one to the player who shuffled them.

3. Each player will take the seat as dictated by their wind, allowing East to choose their seat first. They will be the dealer.

Traditional Draw

For this draw method, you will need a 1 and a 2 in addition to East, South, West, and North. This method requires everyone to be seated.

1. A player will shuffle all six of the tiles face down. Then they will roll both dice.
2. Counting counter-clockwise, starting from themselves, the player indicated by the dice will be Temporary East.
3. Temporary East will reveal the tiles and move the numbered tiles outwards to opposite edges.
4. If the dice roll in step 1 is odd, they will start drawing from the direction of the tile numbered 1. Otherwise they will start drawing from the direction of the tile numbered 2.
5. Distribute the tiles to each player in the order the tiles are in. Then rearrange the players so that they are seated in the correct order for the winds.
6. Lastly the Temporary East player will roll the dice one final time to determine the dealer to start the game.

Dealer Only Draw

For this draw method, you will only need East, South, West, and North. This method works best while everyone is seated already.

1. A player will shuffle all four of the tiles face down.
2. Every other player will draw a tile, leaving the last one to the player who shuffled them.
3. Whoever draws East will be the dealer, no one needs to move.

5 Setting up a Hand

5.1 Breaking the Wall

At the beginning of every hand, the dealer will roll two six-sided dice. This determines precisely where to break the wall. Firstly, count counterclockwise wall by wall starting from the dealer's wall. Then, upon counting to the value on the dice, break the wall that many tiles from the right of that wall.

For example, on the most common roll of a seven. You will count until you get to the West player's wall. After which you will break it seven from the right.

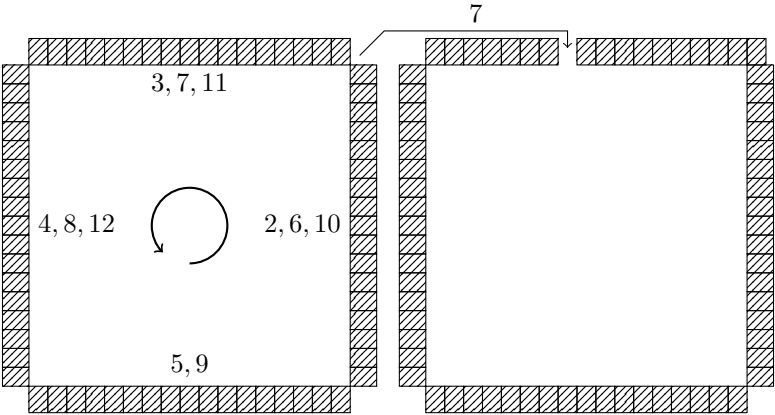


Figure 2: A diagram showing how to break the wall properly.

5.2 Distributing the Tiles

After breaking the wall, it is time to distribute the tiles to the players. Starting from the dealer, they will draw four tiles. Specifically a 2×2 block of tiles. After which the player to their right will grab the next 2×2 block. This continues until everyone has twelve tiles in their hand. After which, each player in turn order will draw one tile. Lastly, the dealer draws their normal draw to start their turn off.

The dealer may draw their thirteenth and fourteenth tiles together in

a sort of jump draw, however that is nothing more than a shortcut for the above procedure.

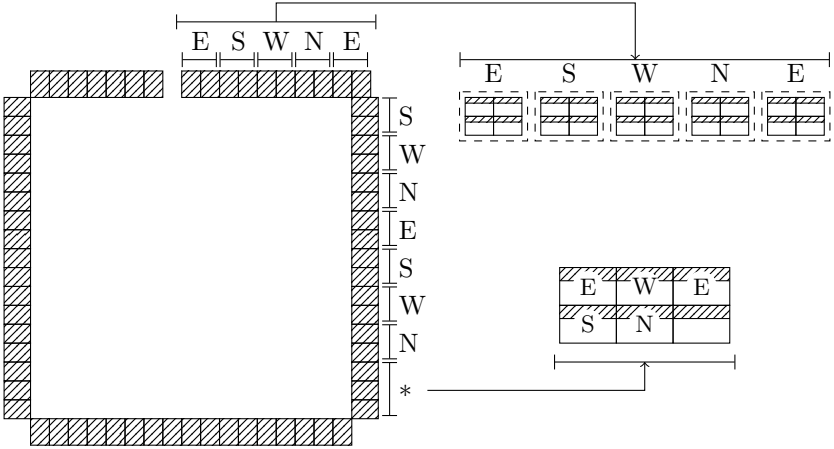


Figure 3: A diagram showing how to draw your opening hands correctly.

5.3 Setting up the Dead Wall

After the tiles are distributed, the player whose wall was broken should set up the dead wall. This lies on the other side of the break. Flip the top tile of the third stack in face up. This is the Dora indicator. We deliberately leave four and only four tiles to the left of the Dora indicator for replacement draws for calling Kans ($p??/??$). Additionally, place the top tile of the leftmost stack to the left of the bottom tile of the same stack. This is done to avoid it getting knocked over so people will have an easier time earning the Rinshan Kaihou yaku ($p20$).

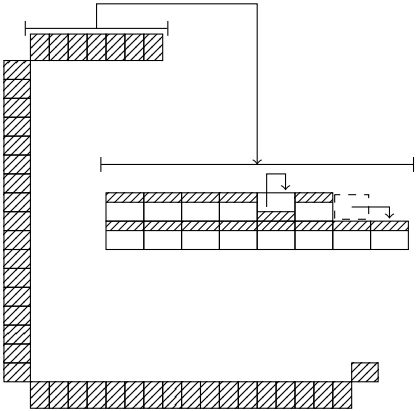


Figure 4: A diagram showing what needs to be done to properly set up the dead wall.

6 Gameplay

After the dealer has drawn their fourteenth tile, the game begins. Players will take turns in counterclockwise order drawing and discarding tiles until one of two things happens. Either a player makes a winning hand (*p11/12*), or the live wall runs out of tiles (*p??*).

After a tile is discarded, players may call for it melding two or more tiles from their hand, players may also declare that they win on it (*p11*) revealing their hand in the process. Should no one wish to do so, the next player will start their turn by drawing a tile. Typically the next player should wait a second for calls or declarations before drawing their next tile.

This rough outline is expanded upon below.

6.1 Taking a Turn

To start your turn off, you will draw a tile from the live wall. After which, you may perform a number of actions detailed below, then discard a tile. At this point, players may call that tile for melding things or winning the game, then the player to your left will start their turn. If there are no tiles left in the live wall, proceed to Exhaustive Draw (*p??*).

6.2 Calling for a Tile

As a tile is discarded, players may call for it to meld it with two, sometimes three, other tiles in their hands. All of these calls are superceded by any winning declaration (*p11*). The procedure for making a call is as follows: Clearly say the type of call you wish to perform, reveal the tiles from your hand you wish to meld it with, grab the tile and construct the meld, then discard a tile from your hand. Play will continue from the player after you.

Constructing a meld will also carry some information with it, the tile you take will be rotated sideways. This is very important to keep track of for the rule of Furiten (*p13*). Where in the meld the rotated tile is, encodes who you got the tile from. On the left for the player on your left, on your right from the player on your right, and in the middle for the player across from you.

Examples of this will be shown in each call.

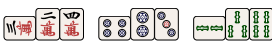
Chii – チー “Chii”

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

× Superceded by Pon (p10), Kan (p10), and Ron (p11)

× 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 (p11)

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

← Upgrades into Kakan (p11)

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 – ^{みん カン}明槓 “Kan”

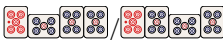
× Superceded by Ron (p11)


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

⇐ Enables Rinshan Kaihou (p20)

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: 

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

Kakan – ^{か カン} 加槓 “Upgraded Kan”

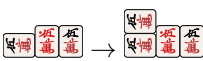
× May not be done while there are no tiles left in the live wall

→ Upgrades from Pon (p10)

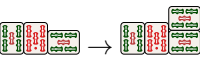
⇐ Enables Rinshan Kaihou (p20)

⇐ Enables Chankan (p20)

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 – ^{あん カン} 暗槓 “Closed Kan”

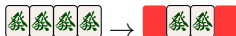
!! Does not open your hand

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

⇐ Enables Rinshan Kaihou (p20)

⇐ Enables Chankan for Thirteen Orphans only (p20)

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.



6.3 Declaring a Win

As a tile is discarded or drawn, it might complete a player’s hand. In that case they will Declare a Win. There are two kinds of declarations for a win. The procedure for each will be described in each call.

Ron – ロン “Ron”

!! Requires at least one yaku (p19)

× Negated by Furiten (p13)

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 (p14), then the hand ends. Multiple players may declare Ron on the same tile.

Tsumo – ツモ 自摸 “*Tsumo*”

!! *Requires at least one yaku (p19)*

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 on (p14), then the hand ends.

6.4 Declaring Riichi

This is the most important mechanic in this ruleset. It earns you the Riichi Yaku (p19) which can turn any closed hand into a hand with yaku. It also enables access to the Ippatsu Yaku (p19) and Ura Dora (p28). However, all this benefit must come at a cost.

Riichi – リーチ “*Riichi*”

!! *Ready hand required*

!! *Furiten (p13) 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 (p11), declare Tsumo (p12), or call an Ankan using the tile you just drew (p11). When you declare a win, for every dora indicator, reveal the tile underneath it as an ura dora indicator.

This declaration pretty much locks your hand in place, makes you wager 1,000 points, makes furiten permanent, and heavily restricts your ability to call. However, these are acceptable sacrifices for the sheer power this provides.

Furiten is the hardest rule to fully understand, there are two facets of furiten to deal with. Firstly, if you throw away a winning tile, you don't deserve the right to declare Ron. Secondly, you can not choose who you win off of. They come together as follows for the two rules of furiten:

- Let's now unpack these a little more thoroughly. The first rule makes you furiten if one or more tiles in your wait are in your discards. This does not care about if they yield yaku or not. For instance, the following hand has no yaku when it wins on the but does on the – . The hand has a wait of , so if any of those tiles are in your discards you are furiten, and thus may no longer declare Ron.

The second rule is far more important for this hand. If a player discards the , assuming you have not declared Riichi, you may not declare Ron because you have no Yaku. Therefore you are now furiten until you next discard a tile. If the player after them then discards the , you can not declare Ron because you are furiten. This is typically referred to as “Temporary Furiten,” and while you have declared Riichi, this type of furiten does not go away until the next hand.

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 Chitoitsu (*p21*), that hand is always worth 25 fu.

After determining the Han, and if needed Fu, consult the table in Figure 5 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
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 5: In-Game Scoring Table

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:

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 7.2. 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					Game 1
Match Points					
Placement					
Total					
Raw Score					Game 2
Match Points					
Placement					
Subtotal					
Total					
Raw Score					Game 3
Match Points					
Placement					
Subtotal					
Total					
Raw Score					Game 4
Match Points					
Placement					
Subtotal					
Grand Total					

Starting Score: 25,000

Return Score: 30,000

Uma: +30/+10/▲10/▲30

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
- ()	R	R	R	R
Final Score				
Match Points				
Placement				
Total				

Starting Score: 25,000

Return Score: 30,000

Uma: +30/+10/▲10/▲30

Oka: +20

8 Yaku

8.1 1 Han Yaku

Riichi – リーチ “*Riichi*”

!! *Closed Hand Only*

←*Enables Ippatsu (p19)*

⇐*Enables Ura Dora (p28)*

←*Upgrades into Double Riichi (p19)*

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 (p19)*

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 (p19)*

→*Stacks with Riichi (p19)*

Declare Riichi on your first turn.

Menzen Tsumo – メンゼンツモ 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*

⇐*Has specific Fu values (p30/31)*

Your hand does not generate any additional fu. That is, your hand is all sequences, your pair is not a Yakuhai (p20), and the final block waiting to be filled is an open ended run.

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

!! *Closed Hand Only*

← *Upgrades to Rryanpeikou (p23)*

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

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

Win by drawing the last tile in the live wall.

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

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

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

× *Negates Haitei Raoyue (p20)*

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

^{チャンカン}
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 (*p26*)

^{やくはい}
Yakuhai – 役牌 “*Valued Tile*”

← *A collective term for Jikaze (p20), Bakaze (p21), Sangenpai (p21)*

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

^{じかぜ}
Jikaze – 自風 “*Seat Wind*”

→ *A type of Yakuhai (p20)*

← *Upgrades into Renfuu (p22) with Jikaze (p20)*

← *Upgrades into Shousuushii (p25)*

Have a group of the wind corresponding to your seat.

Bakaze – ^{ほかぜ}場風 “*Round Wind*”

→ *A type of Yakuhai (p20)*

← *Upgrades into Renfu (p22) with Bakaze (p21)*

← *Upgrades into Shousuushii (p25)*

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

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

→ *A type of Yakuhai (p20)*

← *Upgrades into Shousangen (p22)*

Have a group of any dragon tile.

Tanyao – ^{タンヤオチュー}断么九 “*All Simples*”

None of the tiles in your hand are Orphan tiles.

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

+ *More Valuable if Closed (p22)*

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

Ittsuu – ^{いっきつうかん}一气通貫 “*Full Straight*”

+ *More Valuable if Closed (p22)*

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

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

+ *More Valuable if Closed (p22)*

← *Upgrades into Junchan (p22/24)*

← *Upgrades into Honroutou (p23)*

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

8.2 2 Han Yaku

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

!! *Closed Hand Only*

⇐ *Has specific Fu value (p31).*

Your hand is made up of seven pairs.

Renfuu – ^{れんぷー}連風 “Double Wind”

→ Upgrades from Jikaze (p20) and Bakaze (p21)

← Upgrades to Shousuushii (p25)

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 (p21)

← Upgrades to Daisangen (p25)

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

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

!! Closed Hand Only

– Less valuable when Opened (p21)

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}門前一气通貫 “Closed Full Straight”

!! Closed Hand Only

– Less valuable when Opened (p21)

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 (p21)

← Upgrades to Junchan (p22/24)

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

Junchan – ^{じゅんチャンタイヤオチュウ}純全帶公九 “Full Outside Hand”

+ More valuable if Closed (p24)

→ Upgrades from Chanta (p21/22)

← *Upgrades into Chinroutou (p25)*

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

Honroutou – ^{ホンロウトウ} 混老头 “*All Terminals and Honours*”

→ *Upgrades from Chanta (p21/22)*

← *Upgrades into Chinroutou (p25)*

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

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

← *Upgrades to Suuankou (p25)*

← *Upgrades to Suukantsu (p26)*

All blocks in your hand must be groups.

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

← *Upgrades to Suuankou (p25)*

Your hand contains three closed groups.

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

← *Upgrades to Suukantsu (p26)*

Your hand contains three Kans.

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

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

Honitsu – ^{ホンイツー} 混一色 “*Half Flush*”

← *Upgrades to Chinitu (p24/24)*

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

8.3 3 Han Yaku

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

!! *Closed Hand Only*

→ *Upgrades from Iipeikou (p20)*

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* (p22)

→ *Upgrades from Chanta* (p21/22)

← *Upgrades into Chinroutou* (p25)

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* (p23)

← *Upgrades to Chinitzu* (p24/24)

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

8.4 5 Han Yaku

Chinitzu – チンイツー 清一色 “*Full Flush*”

+ *More valuable when Closed* (p24)

→ *Upgrades from Honitsu* (p23/24)

Your hand contains tiles from only one numbered suit.

8.5 6 Han Yaku

Menzen Chinitzu – メンゼン チンイツー 門前清一色 “*Closed Full Flush*”

!! *Closed Hand Only*

– *Less valuable when Opened* (p24)

→ *Upgrades from Honitsu* (p23/24)

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

8.6 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 (p22)*

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 (p20)*

→ *Upgrades from Bakaze (p21)*

→ *Upgrades from Renfuu (p22)*

← *Upgrades into Daisuushii (p26)*

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 (p22/24)*

→ *Upgrades from Honroutou (p23)*

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 Toitai (p23)*

→ *Upgraded from Sanankou (p23)*

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 (p26)*

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 じゅうさんめんまち 国土無双十三面待ち “*Thirteen Orphans Thirteen-sided Wait*”

!! *Closed Hand Only*

→ *Upgrades from Kokushi Musou (p26)*



Your hand without your winning tile contains the following pattern:



9 Bonus



9.1 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 (p19)

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.

9.2 100 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.

10 Fu

10.1 2 Fu

^{チュウチャンバイ みんなー}
Pon – 中張牌明刻 “*Open Simple 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 (p29), Penchan Machi (p29), Kanchan Machi (p29)

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 (p29)

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

^{べんちゃん ま}
Penchan Machi – 辺張待ち “*Edge Wait*”

→ A type of Isshu Machi (p29)

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

^{ばんちゃん ま}
Kanchan Machi – 嵌張待ち “*Middle Wait*”

→ A type of Isshu Machi (p29)

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

^{やくはい じゃんどう}
Yakuhai Jantou – 役牌雀頭 “*Valued Pair*”

← Upgrades to Renfuu Jantou (p30)

The pair in your hand is a tile that fits a Yakuhai Yaku (p20).

^{つも あ}
Tsumo – 自摸上がり “*Win by Self-Draw*”

You win by drawing your winning tile from the wall.

Kuipinfu – ^く食^{ピンフ}い平和 “Open Pinfu”

!! *Open Hand Only*

Win a hand, that if it were closed, would qualify for the Pinfu yaku (p19).

10.2 4 Fu

Renfuu Jantou – ^{れんブー}連^{じゃんどう}風雀頭 “Double Wind Pair”

→ *Upgrades from Yakuhai Jantou (p29)*

The pair in your hand is a tile that fits the Renfuu Yaku (p22).

Ankou – ^{チュウチャンバイ}中^{あんこー}張牌暗刻 “Closed Simples Triplet”

Have a Closed Triplet of any non-orphan tile.

Yaochuuhai Pon – ^{ヤオチューハイ}幺^{みんこー}九牌明刻 “Open Orphan Triplet”

Have an Open Triplet of any orphan tile.

10.3 8 Fu

Yaochuuhai Ankou – ^{ヤオチューハイ}幺^{みんこー}九牌暗刻 “Closed Orphan Triplet”

Have a Closed Triplet of any orphan tile.

Kan – ^{みんかん}明^{かん}槓 “Open Simples Quad”

Have an Open Quad of any non-orphan tile.

10.4 10 Fu

Menzen Ron – ^{メンゼン}門^で前出^あ上がり “Closed Ron”

!! *Closed Hand Only*

→ *Stacks with Fuutei (p31)*

With a closed hand, win off of a discard.

10.5 16 Fu

Ankan – ^{チュウチャンバイ あんかん} 中張牌暗槓 “*Closed Simples Quad*”

Have a Closed Quad of any non-orphan tile.

Yaochuuhai Kan – ^{ヤオチューハイ みんかん} 幺九牌明槓 “*Open Orphan Quad*”

Have an Open Quad of any orphan tile.

10.6 20 Fu

Fuutei – ^{フーテイ} 副底 “*Base Fu*”

!! *Always Applied*

←*Stacks with Menzen Ron (p30)*

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

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

×*Negates all other fu, including Fuutei (p31)*

!! *Closed Hand Only*

⇒*Requires Pinfu (p19)*

Win a closed Pinfu (p19) hand off a self draw.

10.7 25 Fu

Chiitoitsu – ^{チーイトツ} 七対子 “*Seven Pairs*”

×*Negates all other fu, including Fuutei (p31)*

!! *Closed Hand Only*

⇒*Is also a Yaku (p21)*

Win a hand that qualifies for Chiitoitsu (p21).

10.8 32 Fu

Yaochuuhai Ankan – ^{ヤオチューハイ あんかん} 幺九牌暗槓 “*Closed Orphan Quad*”

Have a Closed Quad of any orphan tile.