

Ryanzou Chankan – Hana Mahjong Rules + Variations

Rules for adding flower tiles to Riichi Mahjong (either eight or four)

Universal rules

-All flower tiles have to be revealed immediately and a **replacement tile** must be drawn; the flower tiles *cannot* be kept in hand or be discarded. (This can still be corrected on the very first turn, otherwise it's a dead hand)

- Drawing the replacement tile is a **Rinshan draw** and therefore awards the yaku **Rinshan Kaihou** if you win with it.

-Before Oya discards their first tile, everyone should replace all the flower tiles in their starting hands in order to enable calls during the first turn. The players should do this in the order of East, South, West, North and this should be done BEFORE sorting/sorting should be paused for it because this process would otherwise delay the first discard for too long. If you don't have any or are done with drawing replacement tiles, confirm this with a short "done" or a gesture or something similar, so the next person can take their turn.

-**Call** should be "**Hana**", "**Fa**", "**Nuki**", "**Flower**" or something similar. (Not "Kita" or "Pei" out of habit from Sanma players, because both of those are terms for North which would cause a lot of confusion.)

Theoretically, it's also possible to not say anything while revealing if it's very clearly visible for everyone at the table but generally, it's recommended to actually express it verbally for better clarity. The name "Hana" will be used for the call in this document.

-, "Hana" breaks **Ippatsu**, but *not* **Tenhou**, **Chiihou**, **Renhou** or **Daburii**. (Rare situations may arise in which you do *not* want to break someone else's Ippatsu; however, even in that case, stay far and reveal the flower tile, otherwise this will be treated as cheating.)

-Dead Wall: Has to be a bit dynamic and can't be fixed to exactly 14 tiles in all cases. Our solution: Add as many rinshan draws to the dead wall as there are flower tiles in the game (+ the regular four for the four kans). Normally, the dead wall stays at 14 tiles long but it can become a bit longer due to Kan calls in some cases when multiple flowers aren't drawn during the hand. No Kan can be called anymore as soon as there is no space anymore for more dora indicators (similar to how in normal rules you cannot call Kan on the last tile). If Haitei is a flower tile, rinshan draws must still be drawn until you get a normal tile; in this case, the Dead Wall can also be a bit smaller than 14 tiles in total. The maximum number of kans however, stays at four, as normally.

-When the **dora indicator** is a flower tile, all flower tiles **of the same kind** will become dora (similar to when West is indicator in Sanma with Pei nukidora).

I.e. when dora indicator is a season, then the other seasons will be dora and when dora indicator is a flower, then the other flowers will be dora.

-When playing with different Kandora timing: If you draw a flower tile upon an open Kan, the new dora indicator will be revealed at the same time as the replacement tile for the flower tile is drawn, not upon the following discard (same as when you call a closed kan upon the draw after an open one).

Some variations of the remaining rules

-Variation 1: -Flower tiles award **four Fu per tile** (alternatively, only two if you want it less spicy); though in case of the Yaku Pinfu, those Fu will be ignored (Yaku ist therefore still possible with flower tiles; unless the Fu give more points than the Han for Pinfu, in that case

Pinfu will be ignored, Dama Pinfu Ron is still possible since a win at all is more points than an impossible win), Chiitai also stays at exactly 25 Fu, no matter how many flowers.

-For your own **seat flower/season**, you get **one han**, but *no yaku*.

If you collect **all flower tiles of one kind** (all seasons /all flowers) hat, you get another han and **yaku**. (Therefore 2 in total, together with the seat one) Name: **Shoufaahou** 小花糊 /**Suufaahou** 四花糊)

--If someone manages to get **all eight flower tiles**, that person wins the **Yakuman** „**Daifaahou** 大花糊/**Paashen kouhai** 八仙過海“, *regardless of* what the actual hand is composed of. If you already have seven, it's also possible to win with the eighth one when it's drawn by another player (quasi via "Ron").

After hands in which a player had seven flower tiles and the eighth one never showed up, all other players should reveal their hand of their own accord as a sign of respect to show that they didn't have it in their hands. Withholding a flower tile on purpose to prevent Daifaahou would be against the rules (see first rule) and therefore cheating.

(-Optionally, you can play with the old rule for Suukantsu, that the same player only needs to call 4 kans without having to actually win the tanki, to make this method of winning more analogue to "Daifaahou".)

-Variation 2: Flower tiles can be treated as **Nukidora**, so one Han per drawn flower tile (Recommendation: This variation should probably be played with only four flower tiles and without akadora?)

-Variation 3: Flower tiles are only for **Shuugi** if you play with chips and don't have any impact on usual scoring (except for the rinshan chance and dora if the flower tiles are made dora by the indicator). Chip Value: One Chip from each player immediately upon "Hana" call.