

Optional/Alternative rulesets compilation

Every rule not explicitly mentioned to be different will follow the normal club ruleset! You can ask questions about the rules at any time of course.

1) Jankiryuu rules (simplified)

Ruleset details:

- two red Pinzu Aka will be used but no other red tiles/Akadora
- headbump/Atamahane is ON (no multiple Rons, triple Ron is a draw)
- 30.000 point start

Attitude

Jankiryuu Mahjong starts with the attitude and mindset of the player, rather than gaining or losing points:

- Any vocalizations should be strong and energetic.
- Players should try to discard within 1 or 2 seconds of drawing and aim to consistently play at that speed. Use your instinct and feelings to guide your decisions instead of numbers.
- Outright folding is heavily discouraged unless there are score restrictions in south. Players should always try to at least mawashi when they can.
- Players should not rush to a win unless it makes sense to.
- Players should aim to tsumo instead of being tricky and setting traps for Rons.
- Regardless of whether you win or lose, give your best game and play with dignity and respect!

Penalties

If you break any of the following rules, you will be penalized with a dead hand and will have to tsumogiri (drop drawn tile) everything except Dora or Yakuman feeding tiles:

- Cutting honors on the first discard is illegal unless it's for a good Double Riichi.
- Dora may not be cut until Tenpai. The red Pinzu Akadora may be cut early if they cannot be used. If an honor tile that is Dora was discarded twice, you may also discard it before Tenpai as it is too hard to use. If you cut normal Dora early and it is ponned, you will pay for that hand if it wins.
- You may not immediately riichi if the Riichi tile sets up a Suji or Naka Suji trap. You must wait one turn and then tsumogiri Riichi with a tile that doesn't set a trap.
- No Jigoku Tanki Riichi (must dama or swap the wait) (Jigoku Tanki= one tile left pair wait on an honor tile or Suji terminal)

-Kan is only allowed in closed Tenpai and only if you call Riichi directly afterwards (or have already been in Riichi since before) (you don't need to Furiten riichi if you tsumo on the Rinshan)

-No Hadaka Tanki unless you have a confirmed Yakuman Tenpai with that wait.

-false Ron, Pon, Chii and Shouhai/Taahai (too few, too many tiles) will also be penalized the same

2) Space mahjong

-Calls for "Chii" can be made from any player. In case of multiple Chiis, the precedence will follow "headbump" order (player closest to the right gets to call" (in case of a noticeable pause between the calls, it will go to the first caller instead)

-Honor tiles can make sequences (e.g. EastSouthWest or HakuHatsuChun is a sequence) and can be used for Pinfu this way.

-Sequences wrap around (e.g. 891 is a sequence, NorthEastSouth is a sequence). This also means that having two Sangenpai/dragons counts as Ryanmen (important for Pinfu) because it waits for the third one "on both sides". However, NorthSouth or EastWest will not qualify for Pinfu because it is just two Kanchan/middle waits at the same time, like a Ryankan. EastSouth or EastNorth is still Ryanmen.

-the Yaku Ittsuu will be awarded for any 3 sequences that make up for all the tiles in that suit without overlap (e.g. 345s 678s 912s will qualify for Ittsuu)

-Nagashi Mangan will score Yakuman

-you can make Kokushi Musou/13 orphans open with winds or dragons Chiis and it will be scored as 5 Han.

3) 2v2 tag team battle

-players next to each other will form a team (not across from each other). A dice roll will decide whether initial East and North or initial East and South will pair up.

-30.000 point start

-15/5 Uma will be used, but Oka (additional first place bonus) will NOT be used

-Atamahane/headbump ON (no multiple Rons allowed, triple Ron is a draw)

-in case of Chombo, instead of the usual reverse Mangan payment, both team mates will have to pay 5.000 points each to the other team (e.g. team 1 consists of Player A and B; team 2 consists of Player C and D. Player D commits Chombo. Now Player D pays 5.000 to Player A and player C pays 5.000 to Player B.).

-at the end of the game, after calculating Uma, you add together the score of the team mates and see which team has the higher score. That team will be declared the winner of the match.

5) Shouhai rules

1 Honba =+1500/500 all

Uma is 10-30, no Oka, 30.000 start

when you have 5 waits or more, then get n-4 han bonus, n being the number of waits

Rules: Everyone plays with only 12 instead of 13 tiles and one imaginary “almighty” tile that can be anything you want. (it cannot be an Akadora and cannot be a 5th copy of a tile you are already using 4 times in your hand). Tenpai shapes can become very wide because of this since essentially 1-away/1-shanten is Tenpai here.

Yaku:

Renhou = Baiman

No tile hand = Haneman (feeding last call counts as deal-in)

Chinitsu Chiitoitsu = Yakuman

Kansai Chiitoi possible (using 4 of the same tile)

6) Shuugi rules (no money)

1 Honba =+1500/500 all

Uma is 10-30, normal Oka and starting points, everyone starts with 10 chips

Shuugi will be worth 5.000 points each and the points will be added to the scores after the game, so they do not affect the placement before Uma and Oka. For Shuugi payments, chips will be used. You can borrow chips if you run out of them.

You get one Shuugi for *Ippatsu*, *Hatei*, *Houtei*, *Rinshan*, *Chankan*, winning on the *Shiro Pocchi* and for each individual *Akadora* and *Uradora* in the hand.

In case of Ron, the player who got ron'd will pay the Shuugi amount and in case of Tsumo, everyone will pay the Shuugi amount: As an example, if you ron someone with two Aka, they will pay two Shuugi to you but if you tsumo a hand with two Aka, then everyone will pay you two Shuugi each.

If you win a Yakuman, it will be 10 Shuugi on Ron and 5 Shuugi all on Tsumo. This stacks with other Shuugi. In case of multiple Yakuman, the Shuugi payment will also be multiplied (but not for hands that give double Yakuman by themselves).

If gold Dora (Kindora) are used, they are worth double the Shuugi compared to the Akadora (but still just give one Han). Alternatively, you can play that the red ones only give Shuugi in closed hands (but still give Han open) while the gold ones give Shuugi both open and closed.

7) lichan

Everything's normal but unlike in Hanchan, all of East, South, West, North round will be played. Overtime rounds will be played as Sudden Death and start with East again until someone reaches 30k. Not much to say here.