

# Ryanzou Chankan Club Ruleset

## Gameplay

- Uma: +15/+5/-5/-15
- Oka: Yes, +20, starting score: 25.000, goal score: 30.000
- Kuitan (open Tanyao): Allowed
- Atozuke (Yaku only gained upon winning tile): Allowed
- Kuikae (Swap calling): Completely not allowed (Both sides/suji), neither Pon nor Chii
- Double wind pair: 4 Fu instead of 2 Fu
- Honba: 300 Points per Honba
- Atamahane: Not used, multiple Rons possible, who gets the Riichi-Sticks is decided by Atamahane, players in Riichi get their own stick back respectively, Honba bonus is awarded to both
- Renchan: By Oya win/tenpai, in case of multiple Ron: Renchan if Oya one of the winners. Nagashi Mangan by Ko (non-oya) ends dealership if Oya just has Tenpai and not Nagashi too. Oya Nagashi -> Renchan
- Enchousen/Overtime: If no one reached the goal score at the end of all last, additional wind rounds are being played West → North). West round will be played out completely. If the goal score is still not reached after West 4, a North round starts as Sudden Death. Sudden Death rounds are treated the same as all last. If no one reached the goal score after North 4, the game ends in a draw.
- Tobi/busting out: Game ends if someone goes into negatives (below 0 Points), even if due to Chombo
- Kandora timing: Flip immediately, regardless of the type of Kan
- Closed Kan during Riichi: Allowed, as long as any interpretation of the hand, Tenpai status and waits do not change
- Equal points tie: Initial seats at beginning as Tiebreaker (The closer to initial East, the better)
- Tochuu Ryuukyoku/Abortive Draws:
  - Suufon Renda (4 winds discard): Enabled (gets interrupted by closed Kan)
  - Kyuushu Kyuuhai (9 different terminals and honors): Enabled
  - Suucha Riichi (all 4 players Riichi): Enabled
  - Sanchahou (Triple Ron): Disabled
  - Suukaikan (4 Kans): Enabled, the draw is called after the discard after the fourth Kan (i.e. it could be ron'd), if all made by the same player, that player scores Suukantsu at this moment
- Akadora and Shiro Pocchi: Subject to variation from game to game, all odd numbers are possible as akadora, both in the variant with one aka per suit as well as just two akas in the pinzu.  
Shiro Pocchi variations: Either always counts as winning tile on Tsumo after Riichi or only on Ippatsu Tsumo. For the latter variant, there is also the possibility to treat it as an akadora.
- Leftover Riichi sticks at the end of the game go to the winner of the game

- Tsumogiri/Tedashi HAS TO be indicated clearly (do not sort the tile in before discarding); ignoring this rule can lead to a dead hand penalty
- Chombo: Reverse Mangan Tsumo, immediate, hand gets repeated. Is applied for cheating, illegal wins (No Yaku, Furiten Ron, wrong wait, Noten hand), illegal Kans during Riichi, Noten Riichis, calls with a dead hand and irreversible destruction of a Wall or toppling 6 tiles or more during the hand (after the dice roll)
- Dead Hand: Not allowed to do any calls including Ron, Tsumo or Riichi, counts at Noten at Ryuukyoku, applied for too many or too few tiles in hand, toppling of multiple dead wall tiles (>1) after the round start, and for Riichi declaration with an open hand or with less than 4 tiles left in the wall, Shamisen/too much information revealed, no proper indication of Tedashi/Tsumogiri
- Uttered calls should not be taken back, only corrected (tiles or call itself), if the call is not followed through (or even impossible e.g. not having the right tiles), Ron in that suit becomes impossible for that hand (Man, Pin, Sou, honor tiles)
- Agariyame/Tenpaiyame: Oya in All Last can end the game with Tenpai or a win if they want
- Temporary Furiten: Ends upon the next own discard
- Ippatsu, Uradora, Kandora und Kanuradora are all enabled
- No Kiriage Mangan (4 Han 30 Fu ≠ Mangan)
- Kazoe Yakuman: Enabled, 13 Han = Yakuman, not Sanbaiman
- No Ryanhan shibari/2 Han minimum: 1 Han is always enough to win, no matter how many Honba
- No Yaku Tenpai and Karaten (0 tiles left) counts as Tenpai at draw
- Tenpai only on a "fifth tile" when using all 4 copies in one's own hand is NOT a valid Tenpai

## Yaku

- Furiten-Riichi: Allowed
- Riichi is only possible with at least 4 tiles left in the wall
- Pinfu: Tsumo 20 Fu, Ron 30 Fu, Pinfu and Tsumo are combinable
- Chiitoitsu/7 Pairs: 2 han 25 Fu, needs 7 unique pairs
- Ippatsu/Haitei are not combinable with Rinshan, Rinshan awards 2 Fu Tsumo normally, Rinshan pao is applied for Daiminkan (Tsumo value of the hand is paid by the "feeder", also applicable in case of "Renkaihou", several Kans in succession)
- Nagashi Mangan: Counts as normal Tsumo win, wins Honba and Riichi sticks. The timing is directly after the Houtei discard (so a valid Ron has priority) but before ryuukyoku/exhaustive draw. In case of multiple Nagashi: Nagashi payments cancel each other out, the others pay normally (Sticks go to closest to current East, you get back your own stick regardless of seating if you called riichi during the same hand yourself). Only counts as valid if none of your own discarded tiles are called by anyone, calling any tiles yourself does not invalidate your Nagashi Mangan. Since it is counted as a win, you cannot achieve it with a dead hand. Since it is counted as a win, it also overrides any potential simultaneous Chombo (e.g. revealing a Noten Riichi or false Houtei Ron) and the win has priority.
- Tsumo nomi can be scored as 1 Han 20 Fu (200/400 or 400 all) if you lose the Han for Pinfu and Fu for Tsumo due to sorting the winning tile into the hand.

- Chankan on closed Kan with Kokushi Musou/13 Orphans: Allowed
- Chankan on closed Kan with Chuuren Poutou/9 Gates: Allowed
- Ryuuiisou/All Green: Can but does not have to include Hatsu (Green Dragon)
- Suukantsu does not have to win the Tanki wait; after calling the fourth Kan and discarding after the Rinshan draw, you will score Suukantsu if the discard did not get ron'd. In case of Daiminkan, the person who fed the last Kan will pay for the entire value. If you actually complete your pair with the Rinshan draw, you can also just call Tsumo instead of discarding (you won't get less points).
- More than one Yakuman in a hand = counts as multiple Yakuman
- Double Yakuman for: Daisuushii (Big 4 Winds), Suuankou Tanki (4 concealed triplets single wait) Chuuren Poutou (9 Gates) with 9-sided wait, Kokushi Musou (13 Orphans) with 13-sided wait and Suukantsu with Rinshan Kaihou (Suukankaihou/四槓開花)
- Sekinin barai/Pao: Responsibility payment for Daisangen and Daisuushii (Big Dragons, Big Winds), in case of multiple Yakuman only goes for those you are directly liable for. Responsibility payment also for Rinshan Kaihou after Daiminkan.
- Oya starts with 14 tiles, therefore in case of Tenhou/Blessing of Heaven any tile can be treated as the winning tile (e.g. for Suuankou Tanki Tenhou)

## Local Yaku

- Rinshan Kaihou: One bonus Han for 5-Pin as winning tile (Uupin Kaihou)
- Haitei Raoyue: One bonus Han for 1-Pin as winning tile (lipin mouyue)
- Houtei Raoyui: One bonus Han for 9-Pin as winning tile (Chuupin raoyui)
- Chankan: One bonus Han for 2-sou as winning tile (Ryanzou chankan)
- Renhou/Blessing of Man: Counts as Yakuman if Tenpai with the initial 13 tiles and legal Ron call in the first uninterrupted turn before one's own first draw (No other Yaku required)
- Ishino uenimo sannen/Three years on a rock: Double Riichi + Haitei/Houtei = Yakuman
- Daichiishin/Big Seven Stars: Double Yakuman