

Closed hand required.

+1 han when closed.

* Mangan if kirage (rounding) is enabled

CLOSED HAND REQUIRED**① Riichi 立直**

1000 point bet. Cannot change hand, discard draws unless you win.
+1 Ippatsu 一発 · Win before your next discard. Calls invalidate.
+1 Double ダブル · Declare on your first discard. Calls invalidate.

② Menzen Tsumo 門前清自摸和 · FULLY CONCEALED HAND

Draw your winning tile with a closed hand.

③ Pinfu 平和 · NO POINTS HAND

A hand worth 0 fu. All runs, with a non-Yakuhan pair and a two-sided open wait (like 23, not 12, 13, or 1234)

④ Iipeikou 一盃口 · PURE DOUBLE SEQUENCE

Two of the exact same run.

⑤ Ryanpeikou 二盃口 · TWICE PURE DOUBLE SEQUENCE

Two iipeikous. May be different.

⑥ Chiitoitsu 七对子 · SEVEN PAIRS

Seven different pairs.

SPECIAL WIN TIMING**① Haitei Raoyue 海底捞月 · UNDER THE SEA****Houtei Raoyui 河底捞鱼 · UNDER THE RIVER**

Win on the last draw or discard from the wall.

② Rinshan Kaihou 嶺上开花 · AFTER A KAN

Win on the dead wall draw after calling kan.

③ Chankan 搶槓 · ROBBING A KAN

Win off a player upgrading a called triplet to a kan.

④ Renhou 人和 · BLESSING OF MAN

Win before your first draw. Does not stack with other yaku.

⑤ Tenhou 天和 · BLESSING OF HEAVEN**Chiuhou 地和 · BLESSING OF EARTH**

Win on your opening hand or first draw. Calls invalidate.

① Yakuhan 役牌 · VALUE TRIPLET

A set (triplet or kan) of value honor tiles. Score for each set.

Sangenpai 三元牌 DRAGONS

Any of the three dragons.

Bakaze 場風 PREVALENT WIND

The round wind.

Jikaze 自風 SEAT WIND

Your seat wind. Dealer is East.

② Shousangen 小三元 · LITTLE THREE DRAGONS

Two sets and a pair of each dragon.

Daisangen 大三元 · BIG THREE DRAGONS

A set of each of the three dragons.

Shousuushi 小四喜 · FOUR LITTLE WINDS

Three sets and a pair of each wind.

Daisuushi 大四喜 · FOUR BIG WINDS

A set of each of the four winds.

① Tanyao 断幺九 · ALL SIMPLES

Only the tiles 2 through 8. (no 1s, 9s, or honors)

① Sanshoku Doujun 三色同順 · MIXED TRIPLE SEQUENCE

The same run in each suit.

① Itsu 一氣通貫 · PURE STRAIGHT

The runs 123, 456, and 789 in a suit.

① Chanta 全帝亥九 · HALF OUTSIDE HAND

All groups contain a 1, 9, or honor.

② Junchan 純全帝么 · FULLY OUTSIDE HAND

All groups contain a 1 or 9. (no honors)

② Honroutou 混老頭 · ALL TERMINALS AND HONORS

Only 1s, 9s, and honors. (no 2 through 8)

③ Chinroutou 清老頭 · ALL TERMINALS

Only 1s and 9s. (no 2 through 8 or honors)

④ Tsuuiisou 字一色 · ALL HONORS

Only honors. (no suited tiles)

1. HAN

Sum all yaku in the hand
+1 han for each + yaku
with a closed hand

DID YOU RIICHI?
Reveal the tile under each dora indicator as ura dora
+1 han for each dora tile
in the hand

Dora order: $\square > \text{E} > \text{S} > \text{W} > \text{N} > \text{E}$
 $9 > 1 > 2 > 3 > 4 > 5 > 6 > 7 > 8 > 0$

5 OR MORE HAN?
No fu count. Go to ⑤

2. GROUP FU

CHIITOITSU (SEVEN PAIRS)?
The hand is worth 25 fu
Go to ⑤

For each of the 4 groups:
SEQUENCE? 2 3 4
The group is worth 0 fu

TRIPLET OR KAN? 3 6 8
The group is worth 2 fu...
×2 if not called (pon/ron)
×2 if a terminal or honor
×4 if it's a kan

3. WAIT AND PAIR FU

For the winning tile:
SINGLE WAIT? 1 3 / 8 9
The wait is worth 2 fu

PAIR WAIT? 2 / 6 7 8 9
The wait is worth 2 fu

For the pair:
DRAGON?
The pair is worth 2 fu

ROUND OR SEAT WIND?
The pair is worth 2 fu...
×2 if it's both

4. HAND FU

Base hand value: 20 fu
CLOSED RON?
+10 fu

NO GROUP / WAIT / PAIR FU?
The hand is pinfu if closed
or worth 30 fu if open

Go to ⑤
TSUMO?
+2 fu

Add group fu, wait fu and
pair fu
Round up to the next 10

EXHAUSTIVE DRAW

If the last tile from the wall is
discarded, players declare:

Tenpai: Ready to win, even if
no yaku. Show your hand. or

Noten: Hand is not ready.
Noten players each pay:

1 TENPAI → 2 TENPAI → 3 TENPAI

1,000 1,500 3,000

Add 1 honba

DEALER TENPAI?

Dealer turn continues

Otherwise, dealer rotates

FU COUNTING SUMMARY

20 (25 total for chiitoitsu)
+ 2 tsumo (if not pinfu)
+10 closed ron

+ 2 value pair (4 if double)
+ 2 closed/edge/pair wait
(+ 2 per triplet...
×2 fully closed
×2 terminal or honor
×4 kan)

=30 open hand with no fu
Round up to the next 10

DEALER 親 OYA (East)

70 fu	60 fu	50 fu	40 fu	30 fu	25 fu	20 fu
3,400 1200 all	2,900 1000 all	2,400 800 all	2,000 700 all	1,500 500 all	25 fu is only possible with chiitoitsu	20 fu is only possible with pinfu+tsumo
6,800 2300 all	5,800 2000 all	4,800 1600 all	3,900 1300 all	2,900 1000 all	700 all	700 all
11,600* 3900 all*	9,600 3200 all	7,700 2600 all	5,800 2000 all	4,800 1600 all	1300 all	1300 all

More than 70 fu? Add two values using 50:
80=50+30 · 90=50+40 · 100=50+50

11,600*
3900 all*

Ron → 12,000
(from everyone) Tsumo → 4000 all

18,000
6000 all

24,000
8000 all

36,000
12000 all

★ × 48,000
16000 all

5. POINT TABLE

Score the hand

NON-DEALER 子 ko (South/West/North)

20 fu	25 fu	30 fu	40 fu	50 fu	60 fu	70 fu
1 han	20 fu is only possible with pinfu+tsumo	25 fu is only possible with chiitoitsu	1,000	1,300	1,600	2,000
2 han	400/700	1,600	2,000	2,600	3,200	3,900
3 han	700/1300	3,200	3,900	5,200	6,400	7,700*

8,000 ← Ron
2000/4000 ← Tsumo (Others/Dealer)

12,000
3000/6000

16,000
4000/8000

24,000
6000/12000

32,000 × ★
8000/16000

6. HONBA

For each honba:

+300

+100 all

Add 1 honba

Deal continues

6. HONBA

For each honba:

+300

+100 all

Reset all honba

Dealer rotates

SUITED TILES (4 of each · 108 total)

MANZU	1	2	3	4	5	6	7	8	9
iman	Ryanman	Sanman	Suuman	Uuman	Rouman	Chiiman	Paaman	Kyuuman	
一萬	二萬	三萬	四萬	五萬	六萬	七萬	八萬	九萬	
1	2	3	4	5	6	7	8	9	
1	2	3	4	5	6	7	8	9	

SOUZU	1	lisou	PINZU	1	lipin

WINDS	East Ton	South Nan	West Shaa	North Pei	DRAGONS	White Haku	Green Hatsu	Red Chun

SEAT WINDS	西 - West	3 - 7 - 11	Dealer 5 - 9	東 - East	2 - 6 - 10	南 - South