

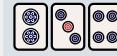
## TILES

SUITS								
Characters	一 二 三 四 五 六 七 八 九							
Circles	● ● ● ● ● ● ● ● ●							
Bamboos	bamboo bamboo bamboo bamboo bamboo bamboo bamboo bamboo bamboo							
1	2	3	4	5	6	7	8	9
terminal	simples							terminal

HONORS	
Winds	東 南 西 北
Dragons	白 绿 红
Round Wind	Player's Seat Wind
East South West North	White Green Red
1st = East 2nd = South	West 西 East 東
North 南	South 南
1 player = 1 wind	

## BASIC ELEMENTS

**Sequence • Chii**  
Run of 3 tiles from the same suit



**Triplet • Pon**  
Set of 3 identical tiles



**Quad • Kan**  
Set of 4 identical tiles



**Pair • Toitsu**  
Set of 2 identical tiles



## HOW TO WIN?

## WINNING HAND

Have a hand made up of 4 basics elements and 1 pair

With at least one valid combination  
→ See the yakus below

## TSUMO

By drawing the last tile yourself



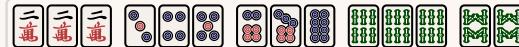
or

**RON**

By taking the tile discarded by a player

## A FEW COMBINATIONS / « OPEN » YAKUS

**All Simples • Tan'yao**  
Hand without Terminals (1 or 9) or Honors.



**Terminals and Honors Everywhere • Chanta**  
A Terminal (1 or 9) or an Honor in every element.



**Three Colored Sequences • Sanshoku doujun**  
The same Sequence in all three suits.



**Pure Straight • Itsuu**  
123, 456 and 789 in the same suit.



**Value Triplet • Yakuhanai**  
Dragon, Player's Seat Wind or Round Wind Triplet.



**All Triplets • Toitoi**  
Only Triplets (Pon) and Quads (Kan), plus the Pair.



**Half Flush • Hon'itsu**  
Only tiles from a single suit and Honors.



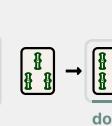
**Flush • Chin'itsu**  
Only tiles from a single suit.



## DORAS

## The dead wall

These 14 tiles are not drawn during the game, except to provide replacement tiles during Kans.



**+1**  
1 bonus han per dora tile

Other indicators can be revealed under certain conditions (Kan, Riichi)



## Know the dora

The dora is the tile immediately following the indicator, Honors have a defined order.

## RIICHI

## RIICHI



Have a concealed hand waiting one last tile to win

## Riichi

Clearly announce « Riichi »



Tilt your discard tile to indicate when the Riichi took place



Bet 1000 points

**1** Riichi is a 1 han yaku, it can be made alone, or combined with other yaku

**Once you have announced a Riichi, you can no longer change your hand**

**+1** In case of victory in the first uninterrupted turn following the Riichi, +1 han (Ippatsu)

**In the event of a victory, uradora indicators are revealed**, which can bring bonus han

## FURITEN

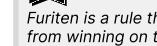
## IMPOSSIBLE RON

Furiten is a rule that prohibits you from winning on the discard of opponents (Ron) in 3 different situations:



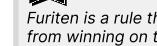
Own discard

If you have already discarded any tile that could complete your hand, you remain furiten until your next draw, or until you change your waiting tile(s).

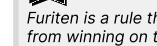


Other discards

If you let pass a tile that can complete your hand, you remain furiten until your next draw, or until you change your waiting tile(s).



After a riichi



If you let pass a tile that can complete your hand once you have announced a Riichi, you remain furiten until the end of the game.

## A FEW COMBINATIONS / « CLOSED » YAKUS

## All Concealed Self Draw • Menzen Tsumo

Concealed hand with a concealed hand (no call during the game).



## Pure Double Sequence • Iipeikou

Concealed hand with 2 identical Sequences in the same suit.



## Pinfu • Pinfu

Concealed hand, 4 Sequences and 1 valueless Pair, double waiting.



## Seven Pairs • Chiitoitsu

Doubles pairs are not allowed.



**+1** Some Yakus seen previously are worth 1 extra han if done with a concealed hand:

## Terminals and Honors Everywhere • Chanta

## Three Colored Sequences • Sanshoku doujun

## Pure Straight • Itsuu

Concealed hand with 2 identical Sequences in the same suit.



## Half Flush • Hon'itsu

## Flush • Chin'itsu

Concealed hand with 2 identical Sequences in the same suit.



## CREDITS

Based on EMA RCR 2016 rules (simplified)

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<https://zes.sx/riichi>

