

TILES

SUITS

Characters

Circles

Bamboos

123456789

terminalsimplesterminal

HONORS

Winds

Dragons

EastSouthWestNorthWhiteGreenRed

Round Wind

Player's Seat Wind

1st = East2nd = South

North北West西South南East東

1 player = 1 wind

BASIC ELEMENTS

Sequence • Chii

Run of 3 tiles from the same suit

Previous player

Triplet • Pon

Set of 3 identical tiles

Anybody

Quad • Kan

Set of 4 identical tiles

Anybody

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

RON

By taking the tile discarded by a player

A FEW COMBINATIONS / « OPEN » YAKUS

simplified rules

All Simplest • Tan'yao

Hand without Terminals (1 or 9) or Honors.

1

Value Triplet • Yakuhei

Dragon, Player's Seat Wind or Round Wind Triplet.

1

Terminals and Honors Everywhere • Chanta

A Terminal (1 or 9) or an Honor in every element.

1

All Triplets • Toitoe

Only Triplets (Pon) and Quads (Kan), plus the Pair.

2

Three Colored Sequences • Sanshoku doujun

The same Sequence in all three suits.

1

Half Flush • Hon'itsu

Only tiles from a single suit and Honors.

2

Pure Straight • Ittsuu

123, 456 et 789 in the same suit.

1

Flush • Chin'itsu

Only tiles from a single suit.

5

DORAS

simplified rules

The dead wall

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

Know the dora

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

dora indicator

uradora indicator

dora

1 bonus han per dora tile

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

東南西北東

WhiteGreenRed

RIICHI

Have a concealed hand waiting one last tile to win

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 yakus

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 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 your next call.

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

simplified rules

All Concealed Self Draw • Menzen Tsumo

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

1

Pinfu • Pinfu

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

1

Seven Pairs • Chiitoitsu

Doubles pairs are not allowed.

2

Pure Double Sequence • Iipeikou

Concealed hand with 2 identical Sequences in the same suit.

1

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

Terminals and Honors Everywhere • Chanta

2

Three Colored Sequences • Sanshoku doujun

2

Pure Straight • Ittsuu

2

Half Flush • Hon'itsu

3

Flush • Chin'itsu

6