

Common Yaku

Riichi1 han closed

In tenpai with a closed hand, bet 1,000 points. The hand is locked. Gain access to uradora on win.

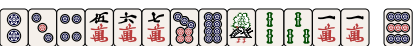
Tanyao1 han

Numbered tiles 2-8 (simples) only.



Pinfu1 han closed

Sequences only, a valueless pair (see scoring), and win on a 2-sided wait.



Tsumo1 han closed

Win with a closed hand on a tile drawn from the wall.

Ippatsu1 han closed

Having declared riichi, win on or before your next draw. Any interim calls by other players invalidate this yaku.

Wind & Dragon Yaku

Yakuhai1 han

A triplet or quad in dragons, seat wind, or round wind.

Shousangen2 han

Two dragon triplets and a dragon pair. Is at least 4 han in practice due to yakuhai.

DaisangenYakuman

Three dragon triplets.

ShousuushiYakuman

Three wind triplets and a wind pair.

DaisuushiYakuman

Four wind triplets.

Sequence Yaku

Sanshoku1 open, 2 closed

The same sequence in 3 different suits.

Ittsuu1 open, 2 closed

Numbered tiles 1-9 of a single suit.

lipeikou1 han closed

Two identical sequences.

Ryanpeikou3 han closed

Two iipeikou (each can be in a different suit and contain different numbered tiles).

Triplet & Quad Yaku

Toitoi2 han

Every tile group is a triplet.

Sanshoku Doukou2 han

Three groups of triplets of the same numbered tiles.

Sanankou2 han

Three concealed triplets. Calling ron on the third triplet invalidates this yaku.

SuunkouYakuman

Four concealed triplets. Calling ron on the fourth triplet invalidates this yaku.

Sankantsu2 han

Call kan 3 times (the quads may be open or closed).

SuukantsuYakuman

Call kan 4 times (the quads may be open or closed).

Flush Yaku

Honitsu2 open, 3 closed

The hand contains honour tiles and a single suit.

Chinitsu5 open, 6 closed

The hand contains a single suit only.

RyuuiisouYakuman

Green tiles only (2, 3, 4, 6, 8 souzu or green dragon).

Chuuren PoutouYakuman closed

The pattern 1112345678999 of one suit plus any other tile of the suit.

Terminal & Honor Yaku

Chanta1 open, 2 closed

Each group and pair contains one or more terminal or honor tiles.

Junchan2 open, 3 closed

Each group and pair contains one or more terminal tiles.

Honroutou2 han

Each group and pair contains terminals or honors only. Scores at least 4 han in practice due to toitoi or chiitoitsu.

ChinroutouYakuman

Every tile is a terminal.

TsuuiisouYakuman

Every tile is an honor tile.

Situational & Other Yaku

Chiitoitsu2 han

Seven pairs. No pair may be identical.

Haitei1 han

Win by tsumo with the last tile drawn from the live wall.

Houtei1 han

Win by ron with the last discard of the hand.

Rinshan1 han

Win from a tile drawn from the dead wall.

Chankan1 han

If an opponent upgrades an open triplet to a quad from a tile they drew from the wall, you may call ron if that 4th tile completes your hand, scoring this yaku.

TenhouYakuman

As the dealer win by tsumo on the first tile you draw. In this case no tiles will have been discarded by any player.

ChiihouYakuman

As a non-dealer, complete your hand by tsumo on the first tile you draw. Any interim calls invalidate this yaku.

Nagashi ManganMangan

On the hand reaching exhaustive draw, score this yaku only if your discards are terminals or honors only, and no tiles from your discards have been called.

Kokushi MusouYakuman

The hand consists of 1, 9 of each suit, one copy of each wind and dragon, and any other matching tile.

Dora Indicators

Dora indicators point to the actual dora, one tile over to the right.

Dora Indicators

Score Calculation

Use the Payment Table to lookup the amount owed. You can also calculate amount owed manually. For 1-4 han:

$$BaseScore = 4 \times Fu \times 2^{Han}$$

If BaseScore ≥ 2,000, the hand is scored as mangan. Base scores for 5 han and higher are shown in red in the Payment Table.

Players owe the base score rounded up to nearest 100. If paying dealer, double the base score and round up. If paying by ron, add up all payments owed and pay for all.

Payment Table						
Hand	Fu	TN	T	RN	RD	
1	30	300	500	1k	1.5k	
1	40	400	700	1.3k	2k	
1	50	400	800	1.6k	2.4k	
1	60	500	1k	2k	2.9k	
1	70	600	1.2k	2.3k	3.4k	
1	80	700	1.3k	2.6k	3.9k	
1	90	800	1.5k	2.9k	4.4k	
1	100	800	1.6k	3.2k	4.8k	
1	110	900	1.8k	3.6k	5.3k	
2	20	400	700	-	-	
2	25	400	800	1.6k	2.4k	
2	30	500	1k	2k	2.9k	
2	40	700	1.3k	2.6k	3.9k	
2	50	800	1.6k	3.2k	4.8k	
2	60	1k	2k	3.9k	5.8k	
2	70	1.2k	2.3k	4.5k	6.8k	
2	80	1.3k	2.6k	5.2k	7.7k	
2	90	1.5k	2.9k	5.8k	8.7k	
2	100	1.6k	3.2k	6.4k	9.6k	
2	110	1.8k	3.6k	7.1k	10.6k	
3	20	700	1.3k	-	-	
3	25	800	1.6k	3.2k	4.8k	
3	30	1k	2k	3.9k	5.8k	
3	40	1.3k	2.6k	5.2k	7.7k	
3	50	1.6k	3.2k	6.4k	9.6k	
3	60	2k	3.9k	7.7k	11.6k	
3	70	Mangan				
4	20	1.3k	2.6k	-	-	
4	25	1.6k	3.2k	6.4k	9.6k	
4	30	2k	3.9k	7.7k	11.6k	
4	40	Mangan				

5 Mangan	<span>2k</span>	4k	8k	12k
6 Haneman	<span>3k</span>	6k	12k	18k
8 Baiman	<span>4k</span>	8k	16k	24k
11 Sanbaiman	<span>6k</span>	12k	24k	36k
13 Yakuman	<span>8k</span>	16k	32k	48k

Fu	
Special Hands	
Hand	Final Fu Value
Chiitoitsu	25
Tsumo & Pinfu	20
Open Pinfu	30

Triplets & Quads			
Type	Status	Simple	Hon/Term
Triplet	Open	2	4
Triplet	Closed	4	8
Quad	Open	8	16
Quad	Closed	16	32

Waits	
Wait Pattern	Score
Ryanmen (open / 2-sided wait)	0
Shanpon (double pair wait)	0
Other patterns	2

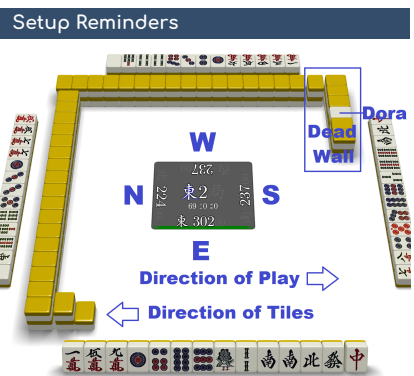
Pairs	
Type	Score
Dragon	2
Seat Wind	2
Round Wind	2
Seat & Round Wind	4

Win Mechanisms	
Mechanism	Score
Tsumo	2
Closed Ron	10

To calculate fu, refer to the above tables in carrying out the following procedure:

- If your hand is a special hand, it scores the final fu value. Otherwise:
- Start with 20 fu.
- Add bonuses for triplets, quads, waits, pairs, and win mechanism.
- Round up to nearest 10.

Open pinfu is the term for a valueless open hand that calls ron. Its fu value is bumped to 30 as a special case.



East (dealer) rolls 6 & counts anticlockwise starting with themselves, landing on South. South counts 6 tiles from their right & breaks the wall after 6. They count back 3 & flip the dora. Dealer takes the first 4 tiles after the break; the player to their right takes the next 4. Tiles are taken clockwise, the order of players is anticlockwise. After each player has 12, dealer takes tiles 1 & 5, the rest take tiles 2, 3 & 4.