

Common Yaku	
Riichi	1 han <b>closed</b>
In tenpai with a closed hand, bet 1,000 points. The hand is locked. Gain access to uradora on win.	
Tanyao	1 han
Numbered tiles 2-8 (simples) only.	

Pinfu	1 han <b>closed</b>
Sequences only, a valueless pair (see scoring), and win on a 2-sided wait.	

Tsumo	1 han <b>closed</b>
Win with a closed hand on a tile drawn from the wall.	
Ippatsu	1 han <b>closed</b>

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

Wind & Dragon Yaku	
Yakuhai	1 han
A triplet or quad in dragons, seat wind, or round wind.	
Shousangen	2 han
Two dragon triplets and a dragon pair. Is at least 4 han in practice due to yakuhai.	

Daisangen	Yakuman
Three dragon triplets.	
Shousuushi	Yakuman
Three wind triplets and a wind pair.	

Daisuushi	Yakuman
Four wind triplets.	

Sequence Yaku	
Sanshoku	1 open, 2 closed
The same sequence in 3 different suits.	
Ittsuu	1 open, 2 closed

Sequences 123, 456, 789 in a single suit.	
Iipeikou	1 han <b>closed</b>
Two identical sequences.	
Ryanpeikou	3 han <b>closed</b>
Two iipeikou (each can be in a different suit and contain different numbered tiles).	

Triplet & Quad Yaku	
Toitoe	2 han
Every tile group is a triplet.	
Sanshoku Doukou	2 han
Three groups of triplets of the same numbered tiles.	

Sanankou	2 han
Three concealed triplets. Calling ron on the third triplet invalidates this yaku.	
Suunkou	Yakuman
Four concealed triplets. Calling ron on the fourth triplet invalidates this yaku.	

Sankantsu	2 han
Call kan 3 times (the quads may be open or closed).	
Suukantsu	Yakuman
Call kan 4 times (the quads may be open or closed).	

Flush Yaku	
Honitsu	2 open, 3 closed
The hand contains honour tiles and a single suit.	

Chinitsu	5 open, 6 closed
The hand contains a single suit only.	
Ryuuiisou	Yakuman
Green tiles only (2, 3, 4, 6, 8 souzu or green dragon).	

Chuuren Poutou	Yakuman <b>closed</b>
The pattern 1112345678999 of one suit plus any other tile of the suit.	

Terminal & Honor Yaku	
Chanta	1 open, 2 closed
Each group and pair contains one or more terminal or honor tiles.	
Junchan	2 open, 3 closed
Each group and pair contains one or more terminal tiles.	

Honroutou	2 han
Each group and pair contains terminals or honors only. Scores at least 4 han in practice due to toitoe or chiitoitsu.	

Chinroutou	Yakuman
Every tile is a terminal.	
Tsuuiisou	Yakuman
Every tile is an honor tile.	

Situational & Other Yaku	
Chiitoitsu	2 han
Seven pairs. No pair may be identical.	

Haitei	1 han
Win by tsumo with the last tile drawn from the live wall.	

Houtei	1 han
Win by ron with the last discard of the hand.	
Rinshan	1 han
Win from a tile drawn from the dead wall.	

Chankan	1 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.	

Tenhou/Chiihou	Yakuman
As the dealer/non-dealer, win by tsumo on the first tile you draw. Interim calls invalidate this yaku.	

Daburu Riichi	2 han <b>closed</b>
If you declare riichi with your first drawn tile, your riichi is worth 2 han instead of 1 han. Interim calls invalidate this yaku.	

Nagashi Mangan	Mangan
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 Musou	Yakuman
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.	

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  $\geq$  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	
Pay the following amounts according to:	
• TN Tsumo, pay non-dealer to non-dealer.	
• T Tsumo, pay from dealer to non-dealer, or from non-dealer to dealer.	
• RN Ron, payment to non-dealer.	
• RD Ron, payment to dealer.	

	Han	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	-	-	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	<b>2k</b>	4k	8k	12k		
6 Haneman	<b>3k</b>	6k	12k	18k		
8 Baiman	<b>4k</b>	8k	16k	24k		
11 Sanbaiman	<b>6k</b>	12k	24k	36k		
13 Yakuman	<b>8k</b>	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

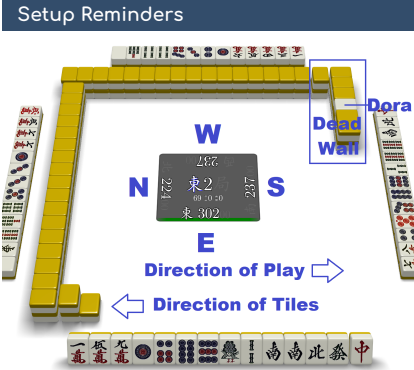
Pairs	
Type	Score
Dragon	2
Seat Wind	2
Round Wind	2
Seat & Round Wind	4

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.