

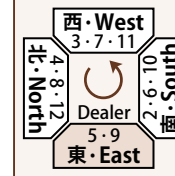
**SUITED TILES** (4 of each · 108 total)

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

**HONOR TILES** (4 of each · 28 total)

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

**SEAT WINDS**



**CLOSED HANDS ONLY**

**1 Riichi** 立直 BASIC  
 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.

**1 Menzen Tsumo** 門前清自摸和 · FULLY CONCEALED HAND  
 Draw your winning tile with a closed hand.

**1 Pinfu** 平和 · NO POINTS HAND  
 A hand worth 0 fu. All sequences, with a non-Yakuhai pair and a two sided open wait. (23, not 12, 13, or 1234, eg.) 23 4 win

**1 Iipeikou** 一盃口 · PURE DOUBLE SEQUENCE  
 Two of the exact same sequence. 123 123

**3 Ryanpeikou** 二盃口 · TWICE PURE DOUBLE SEQUENCE  
 Two ipeikou. May be different. 123 123 123 123

**2 Chiitoitsu** 七対子 · SEVEN PAIRS  
 Seven different pairs. 11 22 33 44 55 66 77

**NO SPECIFIC HAND REQUIRED**

**1 Haitei Raoyue** 海底撈月 · UNDER THE SEA  
**Houtei Raoyui** 河底撈魚 · UNDER THE RIVER  
 Win on the last draw or discard from the wall.

**1 Rinshan Kaihou** 嶺上開花 · AFTER A KAN  
 Win on the dead wall draw after calling kan.

**1 Chankan** 搶槓 · ROBBING A KAN  
 Win off a player upgrading a called triplet to a kan.

**5 Nagashi Mangan** 流し満貫 · MANGAN AT DRAW  
 At the end, discarded only 1s, 9s, and honors, with none called.

**Tenhou** 天和 · BLESSING OF HEAVEN  
**Chiuhou** 地和 · BLESSING OF EARTH  
 Win on your opening hand or first draw. Calls invalidate.

**1x Yakuhai** 役牌 · VALUE TRIPLET BASIC  
 A set (or kan) of value honor tiles. Score for each set.  
**Sangenpai** 三元牌 DRAGONS · Any of the three dragons. 中中中  
**Bakaze** 場風 PREVALENT WIND · The round wind. E E E  
**Jikaze** 自風 SEAT WIND · Your seat wind. Dealer is East. N N N

**2 Shousangen** 小三元 · LITTLE THREE DRAGONS  
 Two sets and a pair of each dragon. 中中 發發發 中中

**1x Daisangen** 大三元 · BIG THREE DRAGONS  
 A set of each of the three dragons. 中中 發發發 中中中

**1x Shousuushi** 小四喜 · FOUR LITTLE WINDS  
 Three sets and a pair of each wind. E E E S S S W W W N N

**1x Daisuushi** 大四喜 · FOUR BIG WINDS  
 A set of each of the four winds. E E E S S S W W W N N N

**1 Tanyao** 断么九 · ALL SIMPLES BASIC  
 Only the tiles 2 through 8. (no 1s, 9s, or honors) 234 / 555

**1+ Sanshoku Doujun** 三色同順 · MIXED TRIPLE SEQUENCE  
 The same sequence in each suit. 123 123 123

**1+ Ittsu** 一気通貫 · PURE STRAIGHT  
 The sequences 123, 456, and 789 in a suit. 123 456 789

**1+ Chanta** 全帯么九 · HALF OUTSIDE HAND  
 All groups contain a 1, 9, or honor. 123 / 999 / 中中中

**2+ Junchan** 純全帯么 · FULLY OUTSIDE HAND  
 All groups contain a 1 or 9. (no honors) 123 / 999

**2 Honroutou** 混老頭 · ALL TERMINALS AND HONORS  
 Only 1s, 9s, and honors. (no 2 through 8) 999 / 中中中

**1x Chinroutou** 清老頭 · ALL TERMINALS  
 Only 1s and 9s. (no 2 through 8 or honors) 999

**1x Tsuiisou** 字一色 · ALL HONORS  
 Only honors. (no suited tiles) 中中中

**2 Toitoui** 対々 · ALL TRIPLETS BASIC  
 Only triplets (or kans), no sequences.

**2 Sanankou** 三暗刻 · THREE CONCEALED TRIPLETS  
 Three concealed triplets. The rest of the hand may be open.

**1x Suuankou** 四暗刻 · FOUR CONCEALED TRIPLETS  
 Four concealed triplets.  
 +★ **Tanki** 四暗刻単騎 SINGLE WAIT · Waiting to make a pair.

**2 Sankantsu** 三槓子 · THREE QUADS  
 Three kans.

**1x Suukantsu** 四槓子 · FOUR QUADS  
 Four kans.

**2 Sanshoku Doukou** 三色同刻 · TRIPLE TRIPLETS  
 The same triplet in each suit. 111 111 111 111

**2+ Honitsu** 混一色 · HALF FLUSH BASIC  
 Only one suit plus honors.

**5+ Chinitsu** 清一色 · FULL FLUSH  
 Only one suit. (no honors)

**1x Ryuuuisou** 緑一色 · ALL GREEN  
 A hand consisting of only green tiles. 2 / 3 / 4 / 6 / 8 / 發

**1x Chuuren Poutou** 九連宝燈 · NINE GATES  
 1112345678999 in one suit and an extra tile of that suit.  
 +★ **Junsei** 純正九連宝燈 TRUE · With a nine-sided wait.

**1x Kokushi Musou** 国士無双 · THIRTEEN ORPHANS  
 Each terminal and honor and a pair. 1 9 1 9 1 9 E S W N 中中  
 +★ **13-wait** 国士無双13面待ち · With a thirteen-sided wait.

YAKU WITH A + ARE WORTH +1 HAN WHEN CLOSED.

**1x Dora** ドラ 9 > 1 E > S > W > N > E 中 > 發 > 中 > 中  
 One indicator flipped at the start of each hand, points to the dora.  
 A kan dora カンドラ is flipped per kan. Ura dora 裏ドラ are revealed after a riichi win. Red 5s 赤ドラ are also dora. **Cannot win with just dora.**

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**MANZU**

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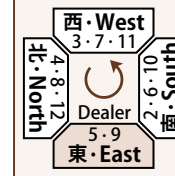
**SOUZU** 1 lisou **PINZU** 1 lipin

**HONOR TILES** (4 of each · 28 total)

**WINDS** East Ton, South Nan, West Shaa, North Pei

**DRAGONS** White Haku, Green Hatsu, Red Chun

**SEAT WINDS**



**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:  >  >  >   
 >  >  >  >  >

**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?** 8 8 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** 1,000   **2 TENPAI** 1,500   **3 TENPAI** 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)**

**5. POINT TABLE**  
 Score the hand

**NON-DEALER 子 KO (South / West / North)**

70 fu	60 fu	50 fu	40 fu	30 fu	25 fu	20 fu	1 han	20 fu	25 fu	30 fu	40 fu	50 fu	60 fu	70 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	1 han	20 fu is only possible with pinfu + tsumo	25 fu is only possible with chiitoitsu	1,000 500/300	1,300 700/400	1,600 800/400	2,000 1000/500	2,300 1200/600
6,800 2300 all	5,800 2000 all	4,800 1600 all	3,900 1300 all	2,900 1000 all	2,400	700 all	2 han	700/400	1,600	2,000 1000/500	2,600 1300/700	3,200 1600/800	3,900 2000/1000	4,500 2300/1200
	11,600 3900 all	9,600 3200 all	7,700 2600 all	5,800 2000 all	4,800 1600 all	1300 all	3 han	1300/700	3,200 1600/800	3,900 2000/1000	5,200 2600/1300	6,400 3200/1600	7,700 3900/2000	
More than 70 fu? Add two values using 50: 80=50+30 · 90=50+40 · 100=50+50				11,600 3900 all	9,600 3200 all	2600 all	4 han	2600/1300	6,400 3200/1600	7,700 3900/2000	More than 70 fu? Add two values using 50: 80=50+30 · 90=50+40 · 100=50+50			
Ron → 12,000 (from everyone) Tsumo → 4000 all		満貫 Mangan		5 han		Mangan 満貫 8,000 ← Ron		4000/2000 ← Tsumo (Dealer/Others)						
18,000 6000 all		跳満 Haneman		6 · 7		Haneman 跳満 12,000								
24,000 8000 all		倍満 Baiman		8 · 9 · 10		Baiman 倍満 16,000								
36,000 12000 all		三倍満 Sanbaiman		11 · 12		Sanbaiman 三倍満 24,000								
★ × 48,000 16000 all		役満 Yakuman		13+ · ★		Yakuman 役満 32,000 × ★								

**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