

TILES

SUITS

Characters 一萬 二萬 三萬 四萬 五萬 六萬 七萬 八萬 九萬

Circles 一圓 二圓 三圓 四圓 五圓 六圓 七圓 八圓 九圓

Bamboos 一竹 二竹 三竹 四竹 五竹 六竹 七竹 八竹 九竹

terminal 1 2 3 4 5 6 7 8 9 terminal

HONORS

Winds 東 南 西 北

East South West North

Dragons 白 綠 紅

White Green Red

Round Wind 北 南

North 北 South 南

Player's Seat Wind 東 南 西 北

1 player = 1 wind

BASIC ELEMENTS

Sequence • Chii
Run of 3 tiles from the same suit
On the previous player

Triplet • Pon
Set of 3 identical tiles
On anybody

Quad • Kan
Set of 4 identical tiles
On 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

4 elements 1 pair

Value triplet

TSUMO By drawing the last tile yourself

or

RON By taking the tile discarded by a player

A FEW COMBINATIONS / « OPEN » YAKUS

simplified rules

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

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

Three Colored Sequences • Sanshoku doujun 1
The same Sequence in all three suits.

Pure Straight • Ittsuu 1
123, 456 and 789 in the same suit.

Value Triplet • Yakuhai 1
Dragon, Player's Seat Wind or Round Wind Triplet.

All Triplets • Toittoi 2
Only Triplets (Pon) and Quads (Kan), plus the Pair.

Half Flush • Hon'itsu 2
Only tiles from a single suit and Honors.

Flush • Chin'itsu 5
Only tiles from a single suit.

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)

RIICHI

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

+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

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

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 1
Tsumo with a concealed hand (no call during the game).

Pure Double Sequence • Iipeikou 1
Concealed hand with 2 identical Sequences in the same suit.

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

Seven Pairs • Chiitoitsu 2
Doubles pairs are not allowed.

Pure Straight • Ittsuu 2

Half Flush • Hon'itsu 3

Flush • Chin'itsu 6

+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

CREDITS