

TILES

SUITS

Characters

Circles

Bamboos

terminal 1 2 3 4 5 6 7 8 9 terminal

simples

HONORS

Winds

東 南 西 北

East South West North

Dragons

White Green Red

Round Wind

1st = East 2nd = South

Player's Seat Wind

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

TSUMO

By drawing the last tile yourself

RON

By taking the tile discarded by a player

A FEW COMBINATIONS / « OPEN » YAKUS

All Simples • 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

The dead wall

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

dora indicator

uradora indicator

dora

1 bonus han per dora tile

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

Know the dora

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

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

All Concealed Self Draw • Menzen Tsumo 1

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

Pinfu • Pinfu 1

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

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 Double Sequence • Iipeikou 1

Concealed hand with 2 identical Sequences in the same suit.

Seven Pairs • Chiitoitsu 2

Doubles pairs are not allowed.

Pure Straight • Ittsuu 2

Half Flush • Hon'itsu 3

Flush • Chin'itsu 6

CREDITS