

TILES

SUITS

Characters

Circles

Bamboos

1 2 3 4 5 6 7 8 9

terminal simples terminal

HONORS

Winds

東 South 南 西 西 北 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

simplified rules

<p>All Simples • Tanyao 1</p> <p>Hand without Terminals (1 or 9) or Honors.</p>	<p>Value Triplet • Yakuhai 1</p> <p>Dragon, Player's Seat Wind or Round Wind Triplet.</p>
<p>Terminals and Honors Everywhere • Chanta 1</p> <p>A terminal (1 or 9) or an honor in every element.</p>	<p>All Triplets • Toittoi 2</p> <p>Only Triplets (Pon) and Quads (Kan), plus the Pair.</p>
<p>Three Colored Sequences • Sanshoku Doujun 1</p> <p>The same Sequence in all three suits.</p>	<p>Half Flush • Hon'itsu 2</p> <p>Only tiles from a single suit and Honors.</p>
<p>Pure Straight • Ittsuu 1</p> <p>123, 456 and 789 in the same suit.</p>	<p>Flush • Chin'itsu 5</p> <p>Only tiles from a single suit.</p>

DORAS

simplified rules

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 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 which can be used 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

Own discard

Other discards

After a Riichi

Furiten is a rule that prohibits you from winning on the discard of opponents (Ron) in 3 different situations:

- If you have already discarded any tile that could complete your hand, you remain furiten until you change your waiting tile(s).
- If you let pass a tile that can complete your hand, you remain furiten until your next draw, or until your next call.
- 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

<p>All Concealed Self Draw • Menzen Tsumo 1</p> <p>Tsumo with a concealed hand (no call during the game).</p>	<p>Pure Double Sequence • Iipeikou 1</p> <p>Concealed hand with 2 identical Sequences in the same suit.</p>
<p>Pinfu • Pinfu 1</p> <p>Concealed hand, 4 Sequences and 1 valueless Pair, double waiting.</p>	<p>Seven Pairs • Chiitoitsu 2</p> <p>Doubles pairs are not allowed.</p>
<p>Terminals and Honors Everywhere • Chanta 2</p>	<p>Pure Straight • Ittsuu 2</p>
<p>Three Colored Sequences • Sanshoku Doujun 2</p>	<p>Half Flush • Hon'itsu 3</p>
<p>Some Yakus seen previously are worth 1 extra han if done with a concealed hand:</p>	<p>Flush • Chin'itsu 6</p>

CREDITS

Based on EMA RCR 2025 rules (simplified)
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 Translation: zessx

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<https://zes.sx/riichi>