

# Riichi

## The wall

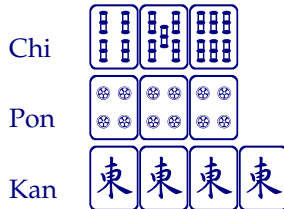
17 tiles long, 2 tall. **Opening the wall:** count from the right. Seven tile piles to the right of the break are the **dead tiles**; third tile from the break is the **dora indicator**. Players draw tiles left of the break.

## Mahjong hand

Mahjong hand: four kan/pon/chi and a pair. Must have one **yaku**.

## Melding kan, pon, chi

A player can always form an open kan or pon with the last discard. A player can only form an open chi when it is his turn anyhow.



## Kan and kan-dora indicators

After **melding a kan on a discard**: Draw replacement tile and reveal kan-dora indicator after discarding.

After drawing from the wall a player can **extend an open pon to a kan**. Draw replacement tile and reveal kan-dora indicator after discarding.

After drawing from the wall a player can meld a concealed kan. Draw replacement tile and reveal kan-dora indicator immediately. Four identical tiles only comprise a kan if it is melded.

A dora indicator for each kan: in case of mahjong on replacement tile a dora indicator is also revealed.

## Waiting

**Waiting:** being just one tile away from a mahjong hand.

If the wall is exhausted without anyone calling mahjong, waiting hands are rewarded; no yaku needed. A total of 3000 points are payed by non-waiting players to those waiting.

## Riichi

Waiting on a concealed hand, a player can declare riichi.

Place 1000 points as a bet, and rotate the discard. If this discard is claimed for mahjong, kan, pon or chi, the riichi-declaration is annulled.

A riichi hand cannot be changed. A concealed kan may be declared if the hand is in no way changed.

If a player fails to declare mahjong on a discard that completes a mahjong hand, he can hereafter only declare mahjong on selfdraw.

The player is not permitted to omit declaring mahjong in case of selfdraw.

## Mahjong on a discard (Ron)

A player can claim the last discard for mahjong if he is waiting, has at least one **yaku** and is not **furiten**, no matter whether the tile finishes a pon, chi or pair.

## Mahjong on selfdraw (Tsumo)

A player who has at least one **yaku**, can always declare mahjong, even if he is **furiten**.

## Nagare

**Nagare** (reshuffling of tiles) occurs if: A player with at least **nine different terminals and honours** in the very first round chooses to declare it. After the discard after the **fourth kan**, unless the same player has all four kan. All players discard the same wind in the very first round. After **chombo**. After **nagashi mangan**.

In case of nagare no points are awarded to waiting players.

## Furiten

If a waiting player can form a mahjong hand using one of his previous discards, he is **furiten** and is not allowed to claim a discard for mahjong, even if the hand completed with the old discard is without **yaku**.

## Temporarily furiten

A player who fails to claim A player who fails to declare mahjong on a discard that completes a mahjong hand, is **temporarily furiten** and cannot claim a discard for mahjong this round, i.e. until the round is broken by a claim for kan, pon or chi, or until the player's next draw.

## Chombo

Foul: 4000 to east and 2000 to others, or 4000 to each if east commits chombo.

Chombo occurs in case of: false mahjong, false riichi, illegal kang after riichi, tsumo omission after riichi, too many tiles on a player's hand, revealing five or more tiles, discarding a tile after illegal, kang, pon or chi.

**No chombo:** A revealed tile is drawn by the offender on his next turn. 2-5 revealed tiles: pay 500 points (east pays double) to each player for each tile, except the first. Revealing tiles from another player's hand: pay 1500 points for each tile to the victim. Too few tiles on a player's hand: player cannot claim any discards and cannot win.

## Counters

Each counter in play increases the value of a mahjong hand by 300 points.

A counter is placed after a tie (a hand where noone declared mahjong), after nagare and after a hand where east declared mahjong.

All counters are removed after a hand where another player than east declared mahjong while east did not.

In case of five or more counters, two yaku are needed to declare mahjong.

## Changing of seat wind

In the east round east stays east if he declares mahjong or claims point for a waiting hand.

In the south round east moves if another player than east declares mahjong while east does not.



# Riichi

One yaku Iihan yaku	
- <i>Riichi</i> Riichi	Waiting hand declared at 1000 points stake +1: Mahjong first round after declaring riichi Ippatsu +1: Riichi declared in very first round Daburu riichi
- <i>Fully Concealed Hand</i> Tsumo	Selfdraw
- <i>All Simples</i> Tanyao chuu	No terminals or honours
- <i>Pinfu</i> Pinfu	Four chi and valueless pair <b>Must</b> declare mahjong on a double-chance chi
- <i>Two Identical Chi</i> Iipeikou	Two identical chi of the same suit
Three Similar Chi San shoku doujun	Same chi in each suit +1: Concealed hand
Straight Itsu	The three chi, 1-2-3, 4-5-6 og 7-8-9, of the same suit +1: Concealed hand
Dragons Fanpei	Pong/kang of dragons
Winds Fanpei	Pong/kang of seat or prevailing wind
Terminals and Honours Chanta	All sets contain terminals or honours +1: Concealed hand +1: No chi Honroutou – doesn't add to concealed hand +1: No honours Junchan taiyai
After a Kang Rinchan kaihou	Mahjong declared on a replacement tile
Robbing a Kang Chan kan	Mahjong when a pong is extended to kang
Bottom of the Sea Haitei	Mahjong on the last tile, or the following discard

Two yaku Ryanhan yaku	
- <i>Seven Pairs</i> Chii toitsu	No two identical pairs
Three Identical Chi Iisou sanjun	Three identical chi of the same suit
Three Concealed Pongs San ankou	Three concealed pongs/kangs
Three Consecutive Pongs San renkou	Three consecutive pongs/kangs of the same suit
All Pongs Toi-toi hou	Four pongs/kangs and a pair
Flush Honitsu	One suit including winds/dragons +1: Concealed hand +3: Full Flush (No winds/dragons)
Lesser three dragons Shou sangan	Two pongs/kangs of dragons and a pair of dragons
Three Kangs San kan tsu	

Three yaku Sanhan yaku	
- $2 \times 2$ Identical Chi Ryan peikou	Two times two identical chi and a pair
Three Similar Pongs San shoku dokou	Same pong/kang in each suit

Five yaku Uhan yaku	
Four Identical Chi Iisou suu shun	Four identical chi of the same suit and a pair

Mangan	
- <i>Nagashi Mangan</i> Nagashi mangan	Terminal/honour discard (none claimed) when tied

Yakuman	
- <i>Thirteen Orphans</i> Koku shimusou	One of each honour and terminal and one duplicate +1 yakuman: Thirteen-sided wait
- <i>Nine Gates</i> Chuuren pooto	1112345678999 + one duplicate of the same suit +1 yakuman: Nine-sided wait
- <i>Heavenly Twins</i> Dai sharin	A pair of each of 2 to 8 of the same suit
- <i>Blessing of Heaven</i> Tenho	East mahjong on initial fourteen tiles
- <i>Blessing of Earth</i> Chiho	Mahjong upon selfdraw in first round
- <i>Blessing of Man</i> Renho	Mahjong on discard in first round
- <i>Hidden Treasure</i> Suu ankou	Four concealed pongs/kangs and a pair +1 yakuman: unique wait
Four Consecutive Pongs Suu renkou	Four consecutive pongs/kangs of the same suit
Four Kang Suu kan tsu	
Imperial Jade Ryuu iisou	Hand of green bambou (2, 3, 4, 6, 8) and green dragons
All Terminals Chinrouto	
All Honours Tsuu iisou	
Greater Three Dragons Dai sangan	Three pongs/kangs of dragons
Lesser Four Winds Shoo suushii	Three pongs/kangs of winds and a pair of winds

Two yakuman	
Greater Four Winds Dai suushii	Four pongs/kangs of winds

**Mahjong Denmark, January 2005** *Note: Hands in italics must be concealed!*

Minipoints	Open	Concealed
Pong, simples	2	4
Pong, terminals/honours	4	8
Kang, simples	8	16
Kang, terminals/honours	16	32

Minipoints:	
Pair of dragons	2
Pair of seat/prevalent vind	2
Mahjong on edge wait, closed wait or pair	2
Selfdraw (not in case of pinfu)	2
Open pinfu	2

Minipoints for mahjong:	
Concealed, on a discard	30
Seven pairs (no further points awarded)	25
Open hand and/or selfdraw	20

## East, selfdraw Tsumo

Tsumo	1 fan	2 fan	3 fan	4 fan
20		700	1300	2600
25			1600	3200
30	500	1000	2000	3900
40	700	1300	2600	4000
50	800	1600	3200	4000
60	1000	2000	3900	4000
70	1200	2300	4000	4000

## East, on a discard Ron

Ron	1 fan	2 fan	3 fan	4 fan
25		2400	4800	9600
30	1500	2900	5800	11600
40	2000	3900	7700	12000
50	2400	4800	9600	12000
60	2900	5800	11600	12000
70	3400	6800	12000	12000

## Others, selfdraw Tsumo

Tsumo	1 fan	2 fan	3 fan	4 fan
20		400 700	700 1300	1300 2600
25			800 1600	1600 3200
30	300 500	500 1000	1000 2000	2000 3900
40	400 700	700 1300	1300 2600	2000 4000
50	400 800	800 1600	1600 3200	2000 4000
60	500 1000	1000 2000	2000 3900	2000 4000
70	600 1200	1200 2300	2000 4000	2000 4000

## Others, on a discard Ron

Ron	1 fan	2 fan	3 fan	4 fan
25		1600	3200	6400
30	1000	2000	3900	7700
40	1300	2600	5200	8000
50	1600	3200	6400	8000
60	2000	3900	7700	8000
70	2300	4500	8000	8000

## Limit hands

Hand	Fan	st	Others
Mangan	5	4000	2000 4000
Haneman	6-7	6000	3000 6000
Baiman	8-10	8000	4000 8000
Sanbaiman	11-12	12000	6000 12000
Yakuman	13+	16000	8000 16000

## Succession of dragons



1 2 3 4 5 6 7 8 9 East South West North