

Riichi

You may declare riichi only on a fully concealed, ready hand. Declaring riichi is allowed even if you are furiten. It is prohibited if there are fewer than four tiles left in the wall. Put 1000 points on the table as your riichi deposit, and rotate the discard made at the time of the declaration. If this discard is called for Ron, the riichi declaration is cancelled your deposit is returned. If this discard is called for Pon or Chi, rotate the next discard you make to continue to indicate your Riichi state. After you declare riichi, you may not change your hand. (Declaring a concealed kan may be allowed, see **Illegal Kan in Riichi**.) After you declare riichi, if another player discards a tile that completes your hand and you do not call it for Ron, you are furiten for the remainder of the round. (Also see **Temporary Furiten**.)

Illegal Kan in Riichi

You may declare a concealed kan while in riichi after you draw the tile that completes the kan if doing so does not change your hand in any way. Specifically, declaring a concealed kan while in riichi is ILLEGAL if doing so:

- Changes Wait
- Changes Wait Formation
- Changes Set Formation (E.g. in case of three consecutive pons in the same suit, declaring kan is illegal because those tiles could be interpreted as three identical chi).

Furiten

When a hand is ready, the tiles that could complete the hand are called waits. If you have previously discarded a tile that is one of your waits, you are furiten -- you may not call a discard for Ron. If you are in Riichi and a tile that can complete your hand is discarded after the Riichi declaration and you do not call Ron, you are furiten. You may still win by Tsumo.

Temporary Furiten

If your hand is ready and another player discards a tile that is one of your waits and you do not or cannot call it for Ron, you are considered to be furiten until after your next discard. You may still win by Tsumo.

Kuikae

You may NOT call a tile to complete a Chi and then immediately discard another tile that could have completed that same set. (Examples: If you call '2' to complete '234' you may not discard another '2' OR a '5', as '5' could also complete a set with the '34' from your hand. If you call a '4' to complete '345', you may not discard another '4' but MAY discard a '2' or '6')

Drawn Round and Noten Penalty

If no player has won after the final discard (the discard after the last tile in the wall is drawn), then the round is a draw. When the round is drawn, players whose hands are ready (regardless of yaku) may declare that they are tenpai and show their ready hands. Players who have declared riichi MUST declare tenpai and show their ready hands. Players who are not tenpai are noten, and pay 3000 points (total, distributed evenly among them) to tenpai players. If no players are tenpai or if all players are, no penalty is paid. When the round is drawn, any riichi deposits stay on the table and are claimed by the next player who wins.

Abortive Draw

Abortive Draw occurs if:

- After a player's first draw in the first go-around, he has nine or more different terminals and honors (that player may declare an abortive draw)
- No one wins after the discard after the fourth kan, and the four kans do not belong to the same player.
- All four players have declared riichi, and no one calls the fourth player's discard for Ron. All players MUST show their ready hands.
- Three players call the same discard for Ron.

Note that a go-around is broken by calling pon, kan, or chi.

Dealer Rotation

At the end of the round, East holds the dealership (stays East) if East won the round, if East declared tenpai in case of a drawn round, or if abortive draw occurred. Otherwise, the deal rotates (in play order; South becomes East).

Kan

- 1a.** Declare a concealed kan on your turn (after your draw) by revealing all four tiles from your hand. *OR*
- 1b.** Call a kan when another player discards the fourth tile by revealing the other three tiles from your hand. *OR*
- 1c.** Extend a pon to a kan when you draw the fourth tile by putting the tile with the other three tiles in your open pon.
- 2.** Draw a replacement tile from the Dead Wall.
- 3.** Reveal the Kan Dora by turning over the next indicator in the Dead Wall.
- 4.** Discard (or declare Tsumo on the replacement tile you drew).

Head Bump

If two players call the same discard for Ron, the player who is closest in play order to the discarder wins.

Man suit									Winds				Dragons		
1 man	2 man	3 man	4 man	5 man	6 man	7 man	8 man	9 man	East	South	West	North	Haku (White)	Hatsu (Green)	Chun (Red)

Riichi		Han	
Riichi	Declare Riichi on a ready hand with a 1000-point deposit	1	
Double Riichi	Declare Riichi on the first draw-round	2	
Open Riichi	After declaring Riichi, reveal your hand for the rest of the game	2	
One Shot (Iipatsu)	Win on the first uninterrupted draw-round after Riichi	1	
Situational Yaku		Open	Closed
Fully Concealed (Menzen Tsumo)	Tsumo with a closed hand		1
Bottom of the Sea (Haitei/Houtei)	Win on the last tile or the last discard	1	1
After a Kan (Rinchan kaihou)	Win on the kan replacement tile draw or discard	1	1
Robbing a Kan (Chan Kan)	Win on tile used by another player to extend a pon into a kan	1	1
Nagashi Mangan	All your discards are terminals or honors, none have been called by other players, and the round is drawn	5	
Blessing of Man (Renhou)	Win on a discard in the first uninterrupted go-around	5	
Hand Composition Yaku		Open	Closed
Pinfu	Four chi and a valueless pair, must win on two-sided wait (no minipoints)		1
Two Identical Chi (Iipeikou)	Two identical chi in the same suit		1
2x2 Identical Chi (Ryan Peikou)	Two identical chi twice in a hand		3
Valued Pon (Fanpai)	Pon of a valuable tile – any dragon, player's seat wind, round wind	1	1
All Simple (Tanyao)	All sets consist of suited tiles numbered 2-8	1	1
Three Color Straight (San Shoku Dojun)	Same chi in each suit	1	2
Straight-through (Itsu)	Three chi 1-2-3, 4-5-6, and 7-8-9 in the same suit	1	2
Terminals and Honors (Chanta)	Each set includes at least one terminal or honor	1	2
All Pon (Toi-toi hou)	Four pon/kan and a pair	2	2
Three Similar Pon (San Shoku Dokou)	The same pon in each suit in an otherwise valid hand	2	2
Three Concealed Pon (San An Kou)	Three concealed pon in an otherwise valid hand	2	2
Seven Pairs (Chii Toitsu)	A hand of seven pairs, no two identical pairs	2	
Three Kans (San kan tsu)	Three kan in an otherwise valid hand	2	2
Lesser Three Dragons (Shou Sangan)	Two pon/kan of dragons and a pair of the third dragon in an otherwise valid hand	2	2
All Terminals and Honors (Honroutou)	All sets consist of only terminals or honors	2	2
Half-Flush (Honitsu)	A valid hand consisting of one suit only with honors	2	3
Terminals (Junchan taiyai)	Each set contains at least one terminal	2	3
Full Flush (Chinitsu)	A valid hand consisting of one suit and no honor tiles	5	6
Yakuman		13 Han	
Four Concealed Pons (Suu An Kou)	Four Concealed Pon in an otherwise valid hand		
Thirteen Orphans (Kokushi Musou)	One of each unique terminal and honor plus one duplicate		
Greater Three Dragons (Dai San Gen)	Pon or kan of each dragon in an otherwise valid hand		
Four Winds (Suushi)	Pon or Kan of each wind in an otherwise valid hand		
Imperial Jade (Ryuu Iisou)	All sets consist of green sou tiles (2,3,4,6,8) or Hatsu		
All Honors (Tsuu Iisou)	All sets consist of honors		
All Terminals (Chinrouto)	All sets consist entirely of terminals		
Blessing of Heaven (Tenhou)	Win on your initial fourteen tiles as the dealer		
Blessing of Earth (Chihou)	Win on a tsumo on the first uninterrupted go-round		
Nine Gates (Chuuren Pooto)	1112345678999 and one duplicate in the same suit		
Four Kan (Suu kan tsu)	Four kan in an otherwise valid hand		

	30	40	50	60	70	40	50	60	70	40	50	60	70	Mangan (5 Han)	Haneman (6-7 Han)	Baiman (8-10 Han)	Sanbaiman (11-12 Han)	Yakuman (13+ Han)
1 Han	30	40	50	60	70													
2 Han		20	25	30		40	50	60	70									
3 Han						20	25	30		40	50	60	70					
4 Han										20	25	30	40+					
East Tsumo	500	700	800	1000	1200	1300	1600	2000	2300	2600	3200	3900	4000	6000	8000	12000	16000	
Other Tsumo	300	400	400	500	600	700	800	1000	1200	1300	1600	2000	2000	3000	4000	6000	8000	
East Ron	1500	2000	2400	2900	3400	3900	4800	5800	6800	7700	9600	11600	12000	18000	24000	36000	48000	
Other Ron	1000	1300	1600	2000	2300	2600	3200	3900	4500	5200	6400	7700	8000	12000	16000	24000	32000	

Win Type Value

Win on 2-sided wait	0
Win on Pon wait	0
Win on edge wait	2
Win on closed wait	2
Win on pair wait	2

Pon/Kan Value

		Simples	Terminals/Honors
Open	Pon	2	4
	Kan	8	16
Concealed	Pon	4	8
	Kan	16	32

If the pair consists of a valuable honor (dragon, player's seat wind, round wind), add 2 points

Hand Value

Pinfu (no minipoints from win type or pon/kan)				Non-Pinfu		7 Pairs 25 Fixed
Pinfu		Non-Pinfu		Non-Pinfu		
Open	Tsumo	22	22	Open	22	25
	Ron	22	22	Ron	20	
Concealed	Tsumo	20	30	Concealed	22	30
	Ron	20	30	Ron	30	

Note: Above scores include the 2 points that are added to Open Pinfu hands

Note: Above scores include the 2 points that are added to Tsumo hands