


東 E → 南 S → 西 W → 北 N

Chi/Chow: SEQ of 3 sequential tiles of same suit (Ex. )

Pon/Pung: SET of 3 identical tiles (Ex. )

Kan/Kong: QUAD of 4 identical tiles (Ex.  Extra Tile Drawn)

Ron/Mahjong: Hand of 4 sets and a pair, or All Pairs or Orphan

Example: 

Yaku: To go out in Japanese Mahjong, your hand **must** be worth *at least* 1 Yaku. (see Basic Yaku conditions and hands below for help with this – that list is not comprehensive but will get you started)

Furiten: Sacred Discard. You cannot go out by Ron on a tile that you have previously discarded. Nor can you go out on any other tiles by Ron if one of your tiles to go out with was a previous discard.

Reach: You can declare Reach only if you have a concealed hand and need one more tile to go out. After declaring Reach, you cannot change the waits or composition of your hand. You may Ron.

Dora: The Dora indicator is the revealed tile (or tiles) in the dead wall. The next tile up in sequence (wrapping 9->1) is the Dora and any Dora in your hand add han value. New indicators are revealed when a Kong is declared.

Doras add *han* value to the score but do not, by themselves, count as Yaku.

Fan/Han: Each Fan is a double for scoring. Yakus will get you Fan. You can get Fan without Yaku.

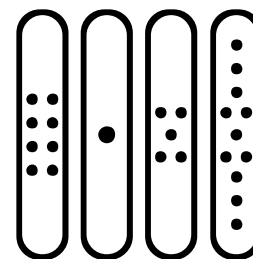
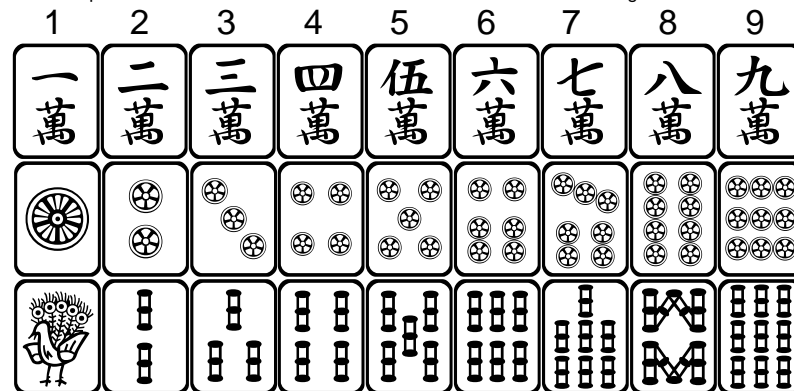
Ron: The act of taking a discarded tile to go out. **Tsumo:** The act of drawing a tile yourself to go out.

Tenpai: Needing only 1 tile to finish. **Noten** means you are more than one tile away from going out.






	<u>Basic Yakus</u>	<u>Condition/Hand</u>	<u>Closed</u>	<u>Open</u>
立直	Riichi	Out after declaring Ready	1	-
一発	Ippatsu	Out within 1 round of Reach	1	-
門前ツモ	Tsumo	Out Concealed with Drawn Tile	1	-
搶槓	Chankan	Out by Robbing a Quad	1	1
翻牌	Fanpai	PON of any Dragons	1	1
風牌	Kazehai	PON of Seat/Prevailing Wind	1	1
断么	Tanyao	Simples Only Hand	1	1
平和	Pinfu	4 CHI+Pair. Must be No Points.	1	-
一盃口	lipeikou	2 same CHI (Suit and Sequence)	1	-
七対子	Chii-toitsu	7 different pairs (Kongs not allowed)	2	-
三色同順	Sanshoku	3 same CHI in different suits	2	1
一气通貫	Ittsu	3 CHI in same suit ascending 1-9	2	1
全帯么	Chanta	Terminal or honor in each set + CHI	2	1
混老頭	Honrōtō	Only terminals and honors in hand	2	2
対々和	Toi-Toi	3 Concealed PONs	2	2
三暗刻	San Anko	4 PON + Pair	2	2
三連刻	San Renkou	3 sequential PON in same suit	2	2
小三元	Shosangen	2 PON of Dragon and pair of third	2	2
- 三色同刻	San~dōkō	3 same PON in different suits	2	2
三槓子	San Kantsu	3 QUADs	2	2
混一色	Hon'itsu	Half Flush (one suit plus honors)	3	2
純全帯	Junchan	Terminal in each set + Terminal CHI	3	2
二盃口	Ryanpēkō	2 same CHI twice in 2 different suits	3	-
清一色	Chinitsu	Full Flush (one suit. No honor tiles)	6	5

東 南 西 北 發 中
E S W N W G R

Simples are 2-8. Terminals are 1s and 9s. Honors are Winds and Dragons above



100 500 1k 5k
Going Out: 20pts
Out 7 Pairs: 25pts
Out Concealed: 30pts

Hand	Open	Close
Pon (Simples) 	2	4
Pon  or 	4	8
Kong (Simples) 	8	16
Kong  or 	16	32
Pair of  or  or 	2	2
Pair of Seat/Prevalent Wind	2	2
Self-Drawn Mahjong (Tsumo)	2	2
Out by only tile possible	2	2
Out with Pair Wait	2	2

チー	Chi	リーチ	Reach
ポン	Pon	ツモ	Tsumo
カン	Kan	ロン	Ron
ドラ	Dora	テンパイ	Tenpai
パス	Pass	フリテン	Furiten