


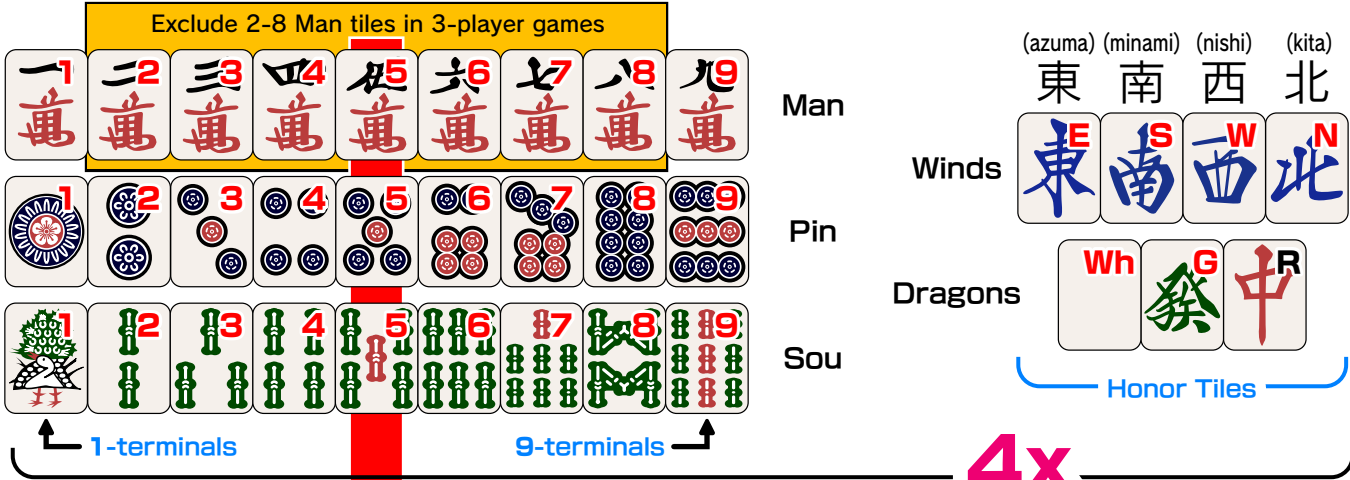
Riichi Mahjong Cheatsheet

designed by Connor Ashcroft 2026

Optional house rule denoted by 

TILE TYPES

Exclude 2-8 Man tiles in 3-player games



Man: 一 二 三 四 五 六 七 八 九
Pin: 1 2 3 4 5 6 7 8 9
Sou: 1 2 3 4 5 6 7 8 9

Winds: (azuma) 東 E, (minami) 南 S, (nishi) 西 W, (kita) 北 N

Dragons: Wh, G, R

Honor Tiles: Wh, G, R

1-terminals, 9-terminals

One 5 per suit will be a dora (not included in 4x)


4x in the entire game

HANDS

Hands start with 13 tiles. Maintain 13 tiles by discarding tiles you don't want, until a 14th tile wins the hand with a yaku.

- A hand is **complete** when it has 4 groups and a pair*
- A group can be a **sequence** or **triplet** (or sometimes a **quad**)
- Groups cannot overlap with each other, or other pairs*
- A pair or group must have tiles in the **same suit**.

Example winning hand with 14th tile:



Sequence Sequence Sequence Pair Triplet

Yakuhi (green dragons)

Winning hands are complete and have at least one yaku.

*most of the time

HOW DO I WIN?

Construct each hand by carefully discarding tiles that don't contribute to a targeted **winning hand** (a hand that is **complete** and has at least one **yaku**).

For beginners, it helps to target the one of the three most common yaku while being aware of any restrictions they carry: **All Simple**, **Riichi**, and **Yakuhi**.

At the end of a hand, players pay the winning player(s) depending on how good the winning hand was (e.g. how many **yaku** and **han** they had)

The player with the most points at the end of the game wins.

GAME FLOW

Game							
East Round				South Round			
East 1	East 2	East 3	East 4	South 1	South 2	South 3	South 4
<i>Hands</i>				<i>Hands</i>			



A game may omit the south round (tonpuusen) or leave it in (hanchan)

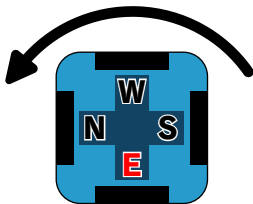
- If the **dealer** wins a hand, or is in **tenpai** with no winner of the hand, they gain 1 **honba** and an extra hand is played with the same dealer (called a **repeat**).
- When a hand ends without a repeat, **rotate the wind compass** counterclockwise to set the next **dealer rotation**. (remove any **honba** accrued from previous dealer)
- Each **dealer rotation** is noted "East 1" through "East 4" (for the east round).
- A round ends when the 4th rotation has ended.
- The game ends when the last round has finished, or if a player's points falls below 0.

Hand				
Setup			<i>Turns</i>	Scoring

Winning hand, exhaustive draw, or abortive draw ends the hand →

- **Dealer** begins the first turn.
- **Draw 1 tile** at the start of a turn (unless the player started the turn via a **called tile**).
- **Discard 1 tile** to maintain 13 tiles in your hand, unless the 14th tile makes a **winning hand**.
- Play follows to the player immediately **to the current player's right**.
- If a **call** is made on a **discarded tile**, it becomes the **caller's** turn and they must discard 1 tile unless the call wins. They do not draw a tile, and turn order continues from the caller.

WINDS & DEALERS



Compass

- The **wind compass** determines the **dealer** and each player's **seat wind**.
- **East player** is the dealer for the current hand.
- Roll at the start of the game to determine initial dealer.
- The wind compass will rotate **counterclockwise** for each dealer rotation.

Prevalent winds for round: East 東 South 南

TENPAI

A player enters **tenpai** when they begin waiting for a tile that would win their hand. Some hands can have more than one **wait tile** (e.g. both ends of a potential sequence)

They win during tenpai by:

- **Tsumo** - drawing a **wait tile**
- **Ron** - calling ron to take a **wait tile** that another player discarded



CALLS

Calls are (mostly) claims on **other players' discarded tiles** the moment they are discarded.

- **Chii** - complete a **sequence** but only from the **player to your left** (opens your hand).
- **Pon** - complete a **triplet** from **any player's discard** (opens).
- **Kan** - create a quad from **any player's discard** (opens), or from **your own drawn tile** (stays closed). The latter may also convert triplets opened from **pon (added kan)**. Draw a tile from the **dead wall**.

A **closed kan** flips over the next face-down **dora indicator** tile before you discard a tile, while **open kan** flips the next **dora indicator** after you have discarded.

A player can call **closed kan** at any time on their turn if they have 4 identical tiles.

- **Ron** - complete your hand with a discarded **wait tile** while in **tenpai** (stays closed).
Prohibited during furiten if one of your **wait tiles** has been **discarded by yourself**. Does not open your hand, but **opens the group** the tile completes.

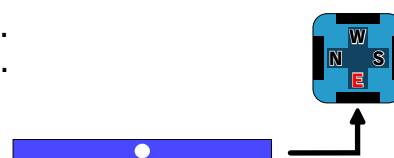
RIICHI

Closed hands reaching **tenpai** (one tile away) can declare **riichi**. The player begins waiting for a winning tile. Costs 1,000 points.

During riichi, you:

- can't call **chii**, **pon**, or **kan**
- must **discard** your drawn tile every turn (unless it is a **wait tile**)
- can only get out of riichi by drawing a **wait tile** or calling **ron**


If a hand is won in riichi, the tiles under the face-up **dora indicators** in the **dead wall** are also flipped, which become **revealed ura dora** for the hand.



DORA & URA DORA

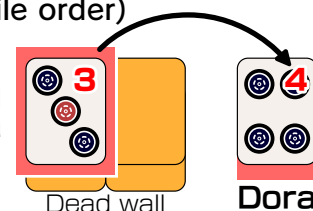
Dora are "bonus" tiles that grant extra **han** if a player possesses them in their winning hand. A hand gains 1 han per dora. The **dead wall** will have **indicated dora**, and the "next" tile will count as dora for that hand. (see **TILE TYPES** for tile order)

If a player wins via **riichi**, the tiles under the **indicated dora** are flipped and become indicators also (**ura dora**).

 **Red 5 tiles** are also **dora**. They also have a dot.



Indicated Dora



FURITEN

Furiten is when a player is in **tenpai**, but they are **prohibited** from calling **ron** when another player **discards** one of the **wait tiles**. They can still win by **tsumo** (drawing their wait tile themselves).

Discard Furiten

At least one of the player's **wait tiles** have been previously **discarded by themselves** in this hand.

Temporary Furiten

The player did not call a **wait tile discarded** by another player when they could have. This status is removed after the affected player discards a tile.

Riichi Furiten

The player has declared **riichi** but did not call a **discarded wait tile** when they could have. This status cannot be removed (because they are stuck in riichi).

YAKU (detailed)

The "lone" tile on the far right of a displayed hand depicts the tile that was drawn or called to win it.

★ Wins a hand 🔒 Closed hand only ♠ -1 Han if hand is open 🌀 Nonstandard composition

HAN	NAME		DESCRIPTION
1	Riichi	★ 🔒	In tenpai , declare riichi and pay 1,000 points. See RIICHI . *Win with tsumo or ron .
	All Simples <i>tanyao</i>	★	No terminal or honor tiles. 234 567 333 456 88
	Fully Concealed Hand <i>menzenchin tsumohou</i>	★ 🔒	A complete hand that wins by tsumo (self-draw). 111 234 333 789 N N
	Yakuhai	★	At least 1 group of yakuhai (dragon , seat wind , round wind). *1 Han per yakuhai group GGG EEE NNN 678 44 (north seat, east round; 3 han)
	Pinfu	★ 🔒	Four sequences and one non-yakuhai pair . Wait tile (if in tenpai) must be from both sides of a sequence. 123 567 234 56 99 7
	Pure Double Sequences <i>iipeikou</i>	★ 🔒	Two identical sequences (numbers + suit must match) 123 123 444 789 33
	Robbing a Kan <i>chankan</i>		Win with a tile used for an opponent's added kan (converted from a pon). Can be called on a closed kan if you have a tenpai for Thirteen Orphans 111 1
	After a Kan <i>rinshan kaihou</i>		Win with a tile from the dead wall drawn immediately after a kan .
	Under the Sea <i>haitei raoyue</i>		Win by tsumo by drawing the last tile from the live wall .
	Under the River <i>houtei raoyui</i>		Win by calling ron on the very last discarded tile of the hand.
Ippatsu	🔒	Win after declaring riichi but before your next discard , and before anyone makes a tile call .	
2	Double Riichi	🔒	Declare riichi with your starting hand before any tiles are called .
	Triple Triplets <i>sanshoku doukou</i>	★	Three groups of triplets (and/or quads) with the same number . 333 333 333 567 RR
	Three Quads <i>sankantsu</i>	★	Three quads of any type. 567 3333 5555 8888 RR
	All Triplets <i>toitai</i>	★	Four triplets (and/or quads). 333 444 777 EEE SS
	Three Concealed Triplets <i>sanankou</i>	★	Three closed triplets (and/or quads). The other group may be open. 444 777 222 678 WhWh Triplet completion by ron invalidates this yaku.
	Little Three Dragons <i>shousangen</i>	★	Two triplets (and/or quads) of dragons , and a pair of the third dragon . 234 567 WhWhWh GGG RR
	All Terminals and Honors <i>honroutou</i>	★	Every tile is either a terminal or honor tile. 111 999 111 111 EE
	Seven Pairs <i>chiitoitsu</i>	★ 🔒 🌀	Seven unique pairs . 11 22 33 44 66 33 NN
	Half Outside Hand <i>chantaiyao</i>	★ ♠	All groups and the pair contain at least 1 terminal or honor . 123 789 123 EEE GG
	Pure Straight <i>ittsuu</i>	★ ♠	Sequences of "123", "456", and "789" all of the same suit . 123456789 111 EE
Mixed Triple Sequence <i>sanshoku doujun</i>	★ ♠	Three sequences with the same numbers across three different suits . 123 123 123 666 RR	

(cont.) →

YAKU (detailed)

(continued)

★ Wins a hand 🔒 Closed hand only 🗑️ -1 Han if hand is open

HAN	NAME		DESCRIPTION
3	Twice Pure Double Sequence <i>ryanpeikou</i>	★ 🔒	Two sets of Pure Double Sequences . Does not combine with Seven Pairs . 123 123 234 234 EE
	Fully Outside Hand <i>junchan</i>	★ 🗑️	All groups and the pair contain at least one terminal . 123 789 123 999 11
	Half Flush <i>honitsu</i>	★ 🗑️	Only one suit , with at least one honor tile. 111 345 789 SSS WhWh
5	Mangan at Draw <i>nagashi mangan</i>	★	At exhaustive draw , all your discards are terminals and/or honors and have not been called by other players . 91EESSRSWW9999GN9
6	Full Flush <i>chinitu</i>	★ 🗑️	Every tile is a number tile of the same suit . 123 234 345 666 99

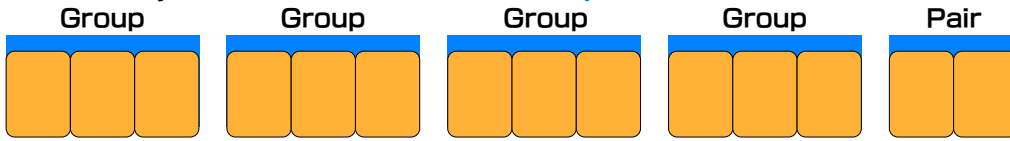
YAKUMAN (detailed)

🔒 Closed hand only 東 Dealer only ✗ Non-dealer only 🌀 Nonstandard composition

TYPE	NAME		DESCRIPTION
Y	Blessing of Heaven <i>tenhou</i>	東	The dealer has a winning hand with the first draw .
Y	Blessing of Earth <i>chihou</i>	✗	A non-dealer has a winning hand with the first draw before any tiles are called by any player .
Y	Big Three Dragons <i>daisangen</i>		Three triplets (and/or quads) of all three dragon tiles. 123 WhWhWh GGG RRR 99
Y	Four Concealed Triplets <i>suuankou</i>	🔒	Four closed triplets . Triplet completion by ron invalidates this yakuman. 111 222 555 77 99 9
Y	All Honors <i>tsuisou</i>		Every tile is an honor tile. EEE SSS WWW WhWhWh GG
Y	All Green <i>ryuuisou</i>		Every tile only has the color green (2-, 3-, 4-, 6-, 8-Sou , or green dragon) 222 333 444 666 GG (colors of Arabic numerals on tiles are ignored)
Y	All Terminals <i>chinroutou</i>		Every tile is a terminal tile. 111 999 111 999 11
Y	Thirteen Orphans <i>kokushi musou</i>	🔒 🌀	One of each 13 terminal and honor tiles, plus any tile that makes a pair . 191 99 19EISWNWhGR
Y	Four Little Winds <i>shousuushii</i>		Three triplets (and/or quads) of wind tiles, plus a pair of the fourth wind . 123 EEE SSS WWW NN
Y	Four Quads <i>suukantsu</i>		Four quads in the hand. 1111 2222 3333 EEEE GG
Y	Nine Gates <i>chuuren poutou</i>	🔒	1112345678999 in the same suit , plus any tile to pair a non-terminal tile. Kan calls on a terminal tile invalidates this yakuman. 111 123 456 789 9 9
YY	Single-wait Four Closed Triplets	🔒	Achieve tenpai with Four Concealed Triplets already drawn. 111 222 555 777 9 waiting for 9
YY	13-wait Thirteen Orphans	🔒 🌀	Achieve tenpai with Thirteen Orphans already drawn. 191919EISWNWhGR waiting for any tile from this hand
YY	True Nine Gates	🔒	Achieve tenpai with Nine Gates already drawn. 11112345678999 waiting for any tile from this hand
YY	Four Big Winds <i>daisuushii</i>		Have four quads of all four wind tiles. EEEE SSSS WWWW NNNN 44

YAKU AND YAKUMAN CHEATSHEET

A **complete** hand has 4 **groups** (sequence, triplet, or quad) and 1 **pair** unless a yaku allows a **nonstandard composition**.



- Terminal
- Wind
- Dragon
- Sequence
- Pair
- Triplet/quad
- Quad
- Suit

YAKU

★ Wins a hand 🗑 Closed hand only 🏠 -1 Han if hand is open 🌀 Nonstandard composition

HAN	NAME		KIND	DESCRIPTION
1	Riichi	★ 🗑		In tenpai , declare riichi and pay 1,000 points. See RIICHI . *Win by tsumo or ron .
	All Simples	★		No terminal or honor tiles.
	Fully Concealed Hand	★ 🗑		A hand that wins by tsumo (self-draw).
	*Yakuhai	★		At least 1 group of yakuhai (dragon , seat wind , round wind). *1 Han per yakuhai group
	Pinfu	★ 🗑		Four sequences and one non-yakuhai pair . Wait tile must be from both sides of a sequence.
	Pure Double Sequences	★ 🗑		Two identical sequences (numbers + suit must match)
	Robbing a Kan			Win with a tile used for an opponent's added kan (converted from a pon). Can be called on a closed kan if you have a tenpai for Thirteen Orphans .
	After a Kan			Win with a tile from the dead wall drawn immediately after a kan .
	Under the Sea			Win by tsumo by drawing the last tile from the live wall .
	Under the River			Win by calling ron on the very last discarded tile of the hand.
2	Ippatsu	🗑		Win after declaring riichi but before your next discard , and before anyone makes a tile call .
	Double Riichi	🗑		Declare riichi with your starting hand before any tiles are called .
	Triple Triplets	★		Three groups of triplets (and/or quads) with the same number.
	Three Quads	★		Three quads of any type.
	All Triplets	★		Four triplets (and/or quads).
	Three Concealed Triplets	★		Three closed triplets (and/or quads). Triplet completion by ron invalidates this yaku.
	Little Three Dragons	★		Two triplets (and/or quads) of dragons , and a pair of the third dragon .
	All Terminals and Honors	★		Every tile is either a terminal or honor tile.
	Seven Pairs	★ 🗑 🌀		Seven unique pairs .
	Half Outside Hand	★ 🏠		All groups and the pair contain at least 1 terminal or honor .
	Pure Straight	★ 🗑		Sequences of "123", "456", and "789" all of the same suit .
	Mixed Triple Sequence	★ 🗑		Three sequences with the same numbers across three different suits .
	3	Twice Pure Double Sequence	★ 🗑	
Fully Outside Hand		★ 🗑		All groups and the pair contain at least one terminal .
Half Flush		★ 🗑		Only one suit , with at least one honor tile.
5	Mangan at Draw	★		At exhaustive draw , all your discards are terminals and/or honors and have not been called by other players .
6	Full Flush	★ 🗑		Every tile is a number tile of the same suit .

YAKUMAN

🗑 Closed hand only 🏠 Dealer only ✖ Non-dealer only 🌀 Nonstandard composition

TYPE	NAME		KIND	DESCRIPTION	
Y	Blessing of Heaven	🏠		The dealer has a winning hand with the first draw .	
	Blessing of Earth	✖		A non-dealer has a winning hand with the first draw before any tiles are called by any player .	
	Big Three Dragons			Three triplets (and/or quads) of all three dragon tiles .	
	Four Concealed Triplets	🗑		Four closed triplets . Triplet completion by ron invalidates this yakuman.	
	All Honors			Every tile is an honor tile.	
	All Green			Every tile only has the color green (2-, 3-, 4-, 6-, 8-Sou, or green dragon)	
	All Terminals			Every tile is a terminal tile.	
	Thirteen Orphans	🗑 🌀		One of each 13 terminal and honor tiles, plus any tile that makes a pair .	
	Four Little Winds			Three triplets (and/or quads) of wind tiles, plus a pair of the fourth wind .	
	Four Quads			Four quads in the hand.	
	Nine Gates	🗑		112345678999 in the same suit , plus any tile to pair a non-terminal tile. Kan calls on a terminal tile invalidates this yakuman.	
	YY	Single-wait Four Closed Triplets	🗑		Achieve tenpai with Four Concealed Triplets already drawn.
		13-wait Thirteen Orphans	🗑 🌀		Achieve tenpai with Thirteen Orphans already drawn.
True Nine Gates		🗑		Achieve tenpai with Nine Gates already drawn.	
Four Big Winds				Have four quads of all four wind tiles.	

SCORING CHEATSHEET

POINTS CHARTS

NON-DEALER



FU	1 Han	2 Han	3 Han	4 Han	5 Han
20	---	---	---	---	Mangan 8000 2000, 4000
25	---	1600	3200	6400	6-7 Han Haneman 12000 3000, 6000
30	1000	2000	3900	7700	
40	1300	2600	5200	Mangan 8000 2000, 4000	8-10 Han Baiman 16000 4000, 8000
50	1600	3200	6400		
60	2000	3900	7700		
70	2300	4500	11-12 Han Sanbaiman 24000 6000, 12000		
80	2600	5200			
90	2900	5800	13+ Han Yakuman 32000 8000, 16000		
100	3200	6400			
110	3600	7100			

DEALER

FU	1 Han	2 Han	3 Han	4 Han	5 Han
20	---	---	---	---	Mangan 12000 4000
25	---	2400	4800	9700	6-7 Han Haneman 18000 6000
30	1500	2900	5800	11600	
40	2000	3900	7700	Mangan 12000 4000	8-10 Han Baiman 24000 8000
50	2400	4800	9600		
60	2900	5800	11600		
70	3400	6800	11-12 Han Sanbaiman 36000 12000		
80	3900	7700			
90	4400	8700	13+ Han Yakuman 48000 16000		
100	4800	9600			
110	5300	10600			

Points on **tsumo** from a **non-dealer** → **1000** ← Points on **ron** (taken from the player who discarded)
 → **200, 400** ← Points on **tsumo** from a **dealer**

FU CALCULATION










Base Fu	Hand - Mentsu	Hand - Pair	Tenpai	Win Status	
Fixed +20	Middle Tiles 	Terminal/Honor Tiles 	Seat Wind +2	Without Pinfu Tsumo +2 With Menzenchin Ron +10	
	Open Triplet +2	+4	Prevalent Wind +2		Single-wait tenpai +2
	Concealed Triplet +4	+8	Double Wind +4		Closed-wait tenpai +2
	Open Quad +8	+16	Dragon +2		Edge-wait tenpai +2
	Concealed Quad +16	+32			

Round final Fu calculation up to nearest multiple of 10 (e.g. 32 -> 40)

SPECIAL CASES

1. If a hand is won by **tsumo** at **menzenchin**, and includes **pinfu**, the result is fixed at **20 Fu**.
2. If a hand is won with **Seven Pairs**, whether by **ron** or **tsumo**, the result is fixed at **25 Fu**.
3. If a hand is won with **open calls**, and the Fu is less than **30**, the result is fixed at **25 Fu**.

TENBOU (point sticks)

		100	500	
		1,000		
		5,000		
		10,000		