




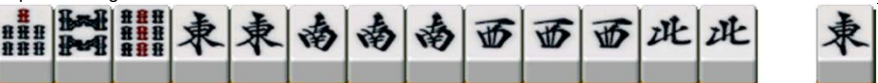






## Hands (Yaku) Japanese Mahjong Riichi

Japanese	English	Explanation	Open, Closed, Either?	Han	Example
<b>Patterns and Sequences</b>					
Pinfu	No Points	No triples, quads, dragons, player's seat wind, and round's wind. Two tile wait to completed the sequence.	C	1	<p>Sequences and a pair.</p>
Ipeiko	One Set Identical Sequences	Two sequences of the same numbers in the same suit.	C	1	<p>Characters 3-4-5 are winners. Rest are triple and/or sequence and a pair.</p>
Sanshoku Doujun Or Sanshoku	Three Color Straight	Three sequences of the same numbers in each of the three suits.	C, O	2, 1	<p>Characters, pins, and bamboos 2-3-4 are winners. Rest are a triple (or a sequence) and a pair.</p>
Ikkitsuukan Or Ittsuu	Straight Through	Three sequences of the same suit numbered 1-2-3, 4-5-6, 7-8-9; i.e. a single-suit straight from 1-9.	C, O	2, 1	<p>Pins 1-2-3, 4-5-6, 7-8-9 are winners. Rest are a sequence (or a triple) and a pair.</p>
Chiitoitsu Or Chitai	Seven Pairs	All seven pairs must be different. Four tiles of the same can't be two separate pairs.	C	2	<p>Seven pairs.</p>
Ryanpeiko	Two Sets Identical Sequences	Two different sequences of the same numbers in the same suit. In other words, two Ipeikos.	C	3	<p>Characters 5-6-7 and bamboos 7-8-9 are winners. Rest is a pair.</p>
<b>Triples or Quads</b>					
Toitohou Or Toitai	All Triples Hand	All triples or quads.	E	2	<p>All triples and a pair.</p>
San'Ankou	Three Concealed Triples	Three triples or quads concealed; tsumo third triple okay, ron third triple not okay. The fourth can be open triple, open quad, or open sequence.	E	2	<p>Character 2, character 9, and pin 3 are closed triples. Rest are a sequence (or a triple) and a pair.</p>
Sanshoku Doukou Or Sandoukou	Three Color Triples	Three triples of the same number in all three suits	E	2	<p>Character 2, pin 2, and bamboo 2 triples are winners. Rest are a sequence (or a triple) and a pair.</p>
Sankantsu	Three Quads	Three quads in one hand.	E	2	<p>Three quads and a pair.</p>
<b>Type of Tiles or Consistency</b>					
Yakuai	Special Tiles	Any triples or quads dragon(s), player's own wind, and/or round wind. If a wind is both the player's own wind and round wind, then it's worth two han. One han per triple or quad.	E	1	
Tan Yaochuu Or Tan'Yao	All Simples	All tiles between 2 and 8. Open Tan'Yao is Kuitan.	C	1	<p>Triples, sequences, and a pair are between 2 and 8. No terminals and honors.</p>

# Hands (Yaku) Japanese Mahjong Riichi

Japanese	English	Explanation	Open, Closed, Either?	Han	Example
Honchantai Yaochuu Or Chanta	Terminal Or Honor Each Set	All triples and pairs must contain 1, 9, or honors. Sequences must be 1-2-3 or 7-8-9. Must have at least one sequence.	C, O	2, 1	 All triples, sequences, and a pair include terminals and honors.
Junchantai Yaochuu Or Junchan	Terminal In Each Set	All triples and pairs must be 1 or 9. Sequences must be 1-2-3 or 7-8-9. Must have at least one sequence.	C, O	3, 2	 All triples, sequences, and a pair include terminals.
Hon Lisou Or Hon'itsu	One Suit Plus Honors	Number tiles are one suit only and honors.	C, O	3, 2	 Pin triples, pin sequences, pin pair, and white dragon.
Honroutou Or Honrou	All Terminals And Honors	Terminals and honors melds. Seven pairs closed OK.	E	2	 Triples and a pair terminals and honors.
Shousangen	Little Three Dragons	Triples two dragons and third dragon the pair.	E	2	 Two of three dragons are triples and third dragon is the pair.
Chin Lisou Or Chin'itsu	Single Suit Hand	Number tiles are one suit only.	C, O	6, 5	 Character triples and/or sequences and a pair.
<b>Luck</b>					
Riichi	Ready	Player needs one tile to win. Closed quad valid if wait(s) is or are the same.	C	1	
Daburu Riichi	Double Ready	Declare Riichi within the first round of a hand. Riichi rules apply. If a player calls a tile before your first draw, no Daburu Riichi.	C	2	
Ippatsu	One Shot	A player declares Riichi wins within one player rotation. Any calls for a tile cancels Ippatsu.	C	1	
Menzen Tsumo	Self Pick	A player with a concealed hand draws the winning tile. A player with an open hand drawing the winning tile is worth 0 Han.	C	1	
Haitei Raoyue Or Haitei	Last Tile From Wall	If the last available tile from the wall completes the hand Tsumo or Ron.	E	1	
Rinshan Kaihou	Going Out On A Tile From The Dead Wall	The tile drawn from the dead wall completes the hand.	E	1	
Chankan	Robbing A Quad To Go Out	A player may call Ron robbing another player's fourth tile converting an open triple to an open quad. Kan dora is not flipped. A player may rob a closed quad to complete Kokushi Musou.	O	1	
<b>Yakuman</b>					
Kokushi Musou	Thirteen Orphans	One each dragon, one each wind, one 1 each suit, one 9 each suit, and a matching tile for the pair. Two Yakuman earned when wait is for the pair called Kokushi Musou Shisanmen Machi. May call Chankan to steal your 14th tile in some rules.	C		 One each of 1, 9, dragons, and honors.

## Hands (Yaku) Japanese Mahjong Riichi

Japanese	English	Explanation	Open, Closed, Either?	Han	Example
Churen Poto	Nine Gates	A hand composed of 1-1-1-2-3-4-5-6-7-8-9-9 of one suit plus one tile 1-9 of the same suit. Two Yakuman earned when wait for a 1-9 tile called Junsei Chuuren Poutou. The idea is any tile drawn there is always a way to create four melds and one pair.	C		 <p>Characters 1-1-1-2-3-4-5-6-7-8-9-9 only. Also good for pins and bamboos.</p>
Su Anko	Four Concealed Triples	If the hand has two pairs and the fourth triplet from one of the two pairs is self-drawn, then it's a Yakuman; in other words, must Tsumo. If the hand is a single tile wait to complete the pair, then it's worth two Yakuman; okay to Ron the pair called Su Anko Tanki Machi.	C		 <p>All triples and one pair closed.</p>
Su Kantsu	Four Quads	Four quads in one hand. Open or closed.	E		
Daisangen	Big Three Dragons	Triples or quad all dragons.	E		 <p>Triples all dragons.</p>
Shosushi	Little Four Winds	Triples or quads three of the four winds. Fourth wind is a pair.	E		 <p>Triples three of four winds and fourth wind is the pair.</p>
Daisushi	Big Four Winds	Triples or quads all four winds. Worth two Yakuman in some rules.	E		 <p>Triples all four winds.</p>
Ryuiso	All Green	Green dragon and bamboo 2, 3, 4, 6, and 8. Green dragon is optional.	E		 <p>Green colored tiles only.</p>
Tsuiso	All Honors	Triples or quads wind and dragon tiles. Seven pairs is called Daichisei or Big Seven Stars. Big Seven Stars must be closed and worth two Yakuman in some rules.	E		 <p>All honor tiles.</p>
Chinroto	All Terminals	Triples or quads 1 and 9 any suit.	E		 <p>All terminal tiles.</p>
Tenho	Heavenly Hand	Dealer only. If the beginning hand draws a complete hand, it becomes a Yakuman. Rinshan Kaihou doesn't count.	C		
Chiho	Earthly Hand	Non-dealer only. If the non-dealer is one tile away from a completed hand and draws the winning tile, it automatically becomes a Yakuman. Rinshan Kaihou doesn't count. Any calls before non-dealer's draw nullifies Chiho.	C		
Renho	Hand Of Man	Non-dealer only. If the non-dealer is one tile away from a completed hand and calls a discard during the first rotation, it automatically becomes a Yakuman. Any calls before non-dealer's draw nullifies Renho. Renho is an optional Yakuman.	C		
Shiisanpuuta Or Shiisanbudou	Thirteen Unconnected Tiles	Thirteen tiles no number tiles closer than 3 apart from one another plus an additional tile from any of the tiles for the pair. Can only be claimed by a player on their first draw.	C		
Shiisuupuuta	Fourteen Unconnected Tiles	Fourteen tiles no number tiles closer than 3 apart from one another plus an additional tile from any of the tiles for the pair. Can only be claimed by the dealer.	C		

## Scoring Japanese Mahjong Riichi

Non Dealer Wins ND = Non Dealer, D = Dealer																								
Han\Fu	20		25		30		40		50		60		70		80		90		100		110			
	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D
1 Ron					1000		1300		1600		2000		2300		2600		2900		3200		3600			
1 Tsumo					300	500	400	700	400	800	500	1000	600	1200	700	1300	800	1500	800	1600	900	1800		
2 Ron			1600		2000		2600		3200		3900		4500		5200		5800		6400		7100			
2 Tsumo	400	700	400	800	500	1000	700	1300	800	1600	1000	2000	1200	2300	1300	2600	1500	2900	1600	3200	1800	3600		
3 Ron			3200		3900		5200		6400		7700	8000 (2000, 4000)												
3 Tsumo	700	1300	800	1600	1000	2000	1300	2600	1600	3200	2000											3900		
4 Ron			6400		7700	8000 (2000, 4000)																		
4 Tsumo	1300	2600	1600	3200	2000											3900								
5 Mangan	8000 (2000, 4000)										12000 (3000, 6000)		16000 (4000, 8000)		24000 (6000, 12000)		32000 (8000, 16000)							
6-7 Haneman																								
8-10 Baiman																								
11-12 Sanbaiman																								
13+ Yakuman																								
Dealer Wins																								
Han\Fu	20		25		30		40		50		60		70		80		90		100		110			
	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D	ND	D
1 Ron					1500		2000		2400		2900		3400		3900		4400		4800		5300			
1 Tsumo					500		700		800		1000		1200		1300		1500		1600		1800			
2 Ron			2400		2900		3900		4800		5800		6800		7700		8700		9600		10600			
2 Tsumo	700		800		1000		1300		1600		2000		2300		2600		2900		3200		3600			
3 Ron			4800		5800		7700		9600		11600	12000 (4000)												
3 Tsumo	1300		1600		2000		2600		3200		3900													
4 Ron			9600		11600	12000 (4000)																		
4 Tsumo	2600		3200		3900																			
5 Mangan	12000 (4000)										18000 (6000)		24000 (8000)		36000 (12000)		48000 (16000)							
6-7 Haneman																								
8-10 Baiman																								
11-12 Sanbaiman																								
13+ Yakuman																								
Steps																								
1. Count Han. Five+Han Fu omitted from scoring.																								
2. 20Fu to winning hand (Futei). 10Fu to closed Ron (Mezen-Kafu). 2Fu to Tsumo.																								
3. Count Fu triples, quads, and waits.																								
4. Three Han 70+Fu or four Han 40+Fu Fu omitted from scoring.																								
5. 25Fu winning by Chitoitsu only.																								
6. Exception: If one wins by picking a discard with an open hand with melds and waits to which no Fu is awarded at all, the hand is not 20Fu but counted as a total of 30Fu (Pity Ron).																								
Common Hands (Yaku) Han Value				Fu of Melds																				
	Close		Open		Triplets, Quaduplets, Pair (Toitsu)																			
Pinfu	1				Base Fu										+2									
Ipeiko	1				Closed Meld from Base Fu										X2									
Sanshoku	2	1			1, 9, Honor from Base Fu										X2									
Ittsuu	2	1			Quad from Base Fu										X4									
Chitoi	2				Player's Wind, Prevailing Wind, Dragon Pair (Toitsu)										+2									
Ryanpeiko	3				Player's Wind Matches Prevailing Wind Pair (Toitsu)										+2									
Toitoi	2	2			(However, meld for triplet made after winning. 2fu, 4fu, or 8fu added.)																			
San'Ankou	2	2			Fu of Waits																			
Sandoukou	2	2			Sequential Tile Waits Middle Tile										+2									
Sankantsu	2	2			Sequential Tile Waits Right Or Left; i.e. 3 or 7										+2									
Yakuhai	1	1			Single Tile Wait For Pair (Toitsu)										+2									
Tan'Yao	1	1			Sequence Meld										0									
Chanta	2	1			Sequential Tile Waits For Both Sides										0									
Junchan	3	2			Waits For Either Meld for Triplet										0									
Hon'Itsu	3	2			Final Scoring Procedure																			
Honrou	2	2			Point Baseline is usually 25,000																			
Shousangen	2	2			Final score +/- = (rounded points nearest thousand - baseline)/1000																			
Chin'Itsu	6	5			Winning player's final score = -(sum of losing players' final scores)																			
Riichi	1				e.g.																			
Daburu Riichi	2				1st place										56800	31.8	1st place		57000	32				
Ippatsu	1				2nd place										32400	7.4	2nd place		32000	7				
Menzen Tsumo	1				3rd place										19100	-5.9	3rd place		19000	-6				
Haitei	1	1			4th place										-8300	-33	4th place		-8000	-33				
Rinshan Kaihou	1	1			Chankan												Chankan							
Chankan	1	1																						

## Rules Japanese Mahjong Riichi

Japanese	English	Explanation
Kyoku	Hand	
Oya	Dealer	
Tonpuusen		One round
Tonnansen		Two rounds
Tonpeisen		Four rounds
Tempai		A player who needs one tile to win
Noten		Not in Tempai
Noten Bappu		No Tempai penalty
Renchan	Dealer Keep	Dealer wins a hand or achieves Tempai remains dealer for the next hand.
Tsumibou Or Tsumi Or Honba		Bonus stick(s). 100 point stick(s) in play from dealer's point count as bonus indicator only.
Tochuu Ryuukyoku Or Ryuukyoku	Null Hand Or Aborted Hand	No tempai penalty doesn't occur, seat winds stays, and hand number stays same; in other words, no change in dealer. Riichi bets stays. One Tsumi or Honba added. Ryuukyoku is valid depending on any of these house rules : first 4 discards are the same wind, four players declared Riichi, triple Ron, four Kans, or Kyuushu Kyuuhai. However, Riichi bets in present game are returned and no Tsumi or Honba stick is added if someone commits a Chonbo.
Kyuushu Kyuuhai	Nine Tiles, Nine Types.	The player's starting hand has nine or more nonmatching terminals and honors
Kuisagari		Some Yaku worth 1 less Han if a winning hand is open
Chonbo		Penalty a player commits an infraction against the rules. Penalty is 8,000 Tsumo: 2,000 to non-dealer and 4,000 to dealer. If dealer commits Chonbo, pays 4,000 each. Hand becomes null. Declared Riichi bets are returned. No Tsumibou or Honba sticks added. Infractions: invalid winning hand, not showing winning hand, calling Ron while in Furiten, declaring illegal Riichi when revealed, illegal declaring a closed Kan in Riichi when revealed, knocking lots of tiles on the wall, violating optional rules, and making any call playing with a dead hand.
Furiten	Sacred Discard	(1) A player in Riichi or not in Riichi discarded a tile in the discards which completed the hand. Player can't Ron winning tile off an opponent's discard. Player can Tsumo. (2) A player not in Riichi who misses calling Ron is temporarily Furiten until the player draws a tile. Temporarily Furiten disappears when a Chi, Pon, or Kan is called. (3) A player who declared Riichi misses calling Ron from a discarded tile is in Furiten for the remainder of the hand. The Riichi player can Tsumo. (4) Furiten applies to the totality of the hand.
Dead Hand		Player continues playing without a chance to win or make calls for tiles for the remainder of the hand. Infractions: Error call for Pon, Chi, or Kan; wrong number of tiles in hand; draw wrong tile; expose or feel the faceup side of a tile from the wall out of turn; expose an opponent's tiles; expose tiles from the dead wall; and fail to draw from the dead wall after declaring Kan.
		<b>Brain Freeze</b>
		Break wall. 1. Roll dice. 2. Count counter-clockwise starting with dealer being number 1. 3. End count at number from dice roll for which the player's wall is broken. 4. Start dice count from right end of the wall. Count the same number from dice roll of vertical tile stacks from right to left. 5. The counted vertical tile stacks are separated. 6. Players begin picking up their starting tiles in two vertical stacks three times. 7. Finish starting tiles with one tile while dealer picks up one and one at the end.
		A winning hand can't have more than one configuration at a time. Only the Han and Fu from the highest scoring configuration are counted.
		Seat rotation is counterclockwise. East, South, West, North.
		There is sometimes more than one way for the tiles in a winning hand to be organized into a qualifying configuration.
<b>Winds</b>		
Ton	East	
Nan	South	
Shaa	West	
Pei	North	

## Advanced Rules Japanese Mahjong Riichi

Advanced Rules	Yes Ari (Present, Valid, In Effect)	No Nashi (Absent, Invalid, Not In Effect)
<b>Red Dora</b>	Replace some regular 5 tiles with red dora 5 tiles	All 5 tiles are regular.
<b>Kan Dora</b>	Flip Kan Dora immediately after a quad. Or flip Kan Dora immediately after a closed quad; otherwise, after an open quad player discards tile.	No additional dora.
<b>Ura Dora</b>	Flip Ura Dora beneath faceup Dora when a player who declared Riichi wins. Or flip Ura Dora beneath the first Dora only and don't flip Ura Dora beneath Kan Dora.	No additional dora.
<b>Suucha Riichi Or Four Player Riichi</b>	All four players Riichi hands become null after the fourth player safely discards tile.	Hand continues as normal.
<b>Sanchahou Or Triple Win</b>	Three players call Ron or win by Nagashi Mangan the hand becomes null.	The house rule of Triple Ron is used to determine which player wins or if all three players win.
<b>Suukaikan Or Four Separate Quads</b>	If two or more players form a total of four quads during the same hand, the hand becomes null when a player calls the fourth Kan. Or the hand becomes null after the player calling the fourth Kan discards a tile safely.	Hand continues as normal. One player forming four quads is okay. No more Kan is allowed for the rest of the hand. Or the hand immediately becomes null when a fifth Kan is called. Chankan takes precedence.
<b>Kyuushu Kyuuhaai Or Nine Tiles Nine Types</b>	A player reveals starting hand containing nine or more different types of terminal or honor tiles on their first turn before drawing. The hand becomes null. Any calls before player's turn cancels Kyuushu Kyuuhaai.	Hand continues as normal.
<b>Suufon Renta Or Quadruple Wind Discard</b>	All four players discard one copy of the same wind tile on their first turns hand becomes null.	Hand continues as normal.
<b>Kuikae Or Call Exchange</b>	Calling a tile and discarding the same tile called.	Calling a tile and discarding a different tile. In addition, calling a tile and discarding a copy of any tile that could have completed a meld or sequence with the tiles you opened from your hand on the same turn is invalid. Kuikae tiles are in Furiten for one rotation.
<b>Karaten</b>	If in Tenpai and all wait(s) are faced up on the table, you may still call Tenpai at the end of the hand.	If in Tenpai and all wait(s) are faced up on the table, you may not call Tenpai at the end of the hand. If in Karaten, you may call tenpai if at least one copy of your wait(s) is in any player's discard pile.
<b>Atodzuke Or Last-Second Yaku</b>	You are allowed to go out if calling a tile gives you at least one Yaku.	Or Sakidzuke. You must have at least one Yaku before calling the winning tile even if calling a tile gives you at least one Yaku. Moreover, any variation in an hand which doesn't guarantee a Yaku can't be called. You may not go out if your hand doesn't have at least one Yaku guaranteed no matter which of its waits you go out on.
<b>Double Ron</b>	Both players calling Ron simultaneously win their full amounts. However, additional rules must be determined which are who receives extra points from the bonus sticks and whether dealer winning results in a dealer keep. The nearest discarder always receives all Riichi bets.	The winner is the player closest to the discarder in counterclockwise order.
<b>Triple Ron</b>	All players calling Ron simultaneously win their full amounts. However, additional rules must be determined which are who receives extra points from the bonus sticks and whether dealer winning results in a dealer keep. The nearest discarder always receives all Riichi bets.	The winner is the player closest to the discarder in counterclockwise order. Another option is the hand becomes null.
<b>Ryanhan Shibari Or 2 Han Minimum</b>	A hand must have two or more han to win when five or more bonus sticks are on the table. Dora is excluded in the two han minimum. Tenpai at the end of a hand is valid.	All hands need a minimum of one han.
<b>Starting Points</b>	Choose how many points a player starts. Each player can receive different amounts.	Most common is 25,000 points starting hand for all players.
<b>No Tenpai Penalty</b>	Choose how many total points are paid to the players in Tenpai by the players not in Tenpai during the No Tenpai penalty procedure. Choose an amount divisible by 600. Most common penalty is 3,000 total points.	Players call Tenpai without reward and No Tenpai without penalty.
<b>Bonus Sticks</b>	Choose how many total points a bonus stick adds to the value of a winning hand. Choose an amount divisible by 600. Most common is 300 points per bonus stick.	No bonus sticks are added.
<b>Wareme Or Broken Wall Bonus</b>	The player whose wall was broken is the Wareme. If the hand is won by another player, then after payments are calculated, all payments given or received by the Wareme are doubled before bonus sticks are applied.	No double payment calculations for the player whose wall was broken.

## Advanced Rules Japanese Mahjong Riichi

Advanced Rules	Yes Ari (Present, Valid, In Effect)	No Nashi (Absent, Invalid, Not In Effect)
<b>Sekinin Barai Or Liability Payment Or Pao</b>	If a player has a collection of open melds guarantee a Yakuman, the player who discarded into the last open meld to guarantee the Yakuman pays the winning player. On a Tsumo, the liable player pays all points for the win as if the winning player called Ron. On a Ron, payment is split 50-50 between the discarding player and the liable player if necessary. The discarding player pays for all bonus sticks. Applies to Big Three Dragons, Big Four Winds, and Four Quads only. If a hand scores multiple Yakuman, payments for Sekinin Barai Yakuman and non-Sekinin Barai Yakuman must be calculated separately and added together. Another Sekinin Barai is the player who discarded into the open quad and the open quad achieved Rinshan Kaihou, the discarded player is liable for the entire point value of the hand. Either Yakuman, Rinshan Kaihou, or both.	No liability payments.
<b>Kuitan Or Eaten (Open) No Terminals &amp; Honors</b>	Tanyao allowed to be open or closed.	Tanyao closed only.
<b>Pinfu Tsumo</b>	Pinfu Tsumo awarded 20fu. No 2fu for Tsumo.	Pinfu Tsumo awarded 30fu.
<b>Double Yakuman</b>	Player awarded Double Yakuman for four closed sets pair wait, big four winds, nine perfect gates, Kokushi Musou thirteen tile wait, and big seven stars.	No Double Yakuman possible.
<b>Combined Yakuman</b>	Allow a hand to satisfy multiple Yakuman simultaneously to accumulate multiple Yakuman.	Possible Double Yakuman if Double Yakuman are recognized.
<b>Kokushi Musou Closed Quad Chankan</b>	Allow a player in tempai for Kokushi Musou to call Ron on Chankan.	Disallow a player in Tempai for Kokushi Musou to call Ron on Chankan.
<b>Dobon</b>	Game ends immediately when a player(s) becomes negative or becomes zero or negative.	Game continues. Player(s) in zero or negative continues playing to the end of the last round.
<b>Agari Yame</b>	If a dealer keep occurs on the last hand of the last round and the dealer is in the lead, the dealer may end the game immediately.	Game continues until the final hand ends without dealer keep.
<b>Oka Or Jackpot</b>	The point baseline used in the final scoring procedure is higher than the starting amount of points given to each player. The first player is awarded +20.	The point baseline used in the final scoring procedure is equal to the starting amount of points given to each player.
<b>Uma Or Final Payment</b>	One more adjustment is made to the final scores. A lower placed player can't have a higher adjustment than a higher place player. The sum of all four players' adjustments must be zero. The typical method is +10 to first place +5 to second place, -5 to third place, -10 to fourth place.	No more adjustments is made to the final scores.

## Advanced Hands (Yaku) Japanese Mahjong Riichi

Scoring Options	Option 1	Option 2	Option 3	
<b>Kiriage Mangan or Rounded Up Mangan</b>	4 Han 30 Fu and 3 Han 60 Fu are considered Mangan.	4 Han 40 Fu and 3 Han 70 Fu are considered Mangan.		
<b>Double Win Pair Fu</b>	Award 2 fu to a pair of wind tiles matching both the round wind and the winning player's seat wind.	Award 4 fu to a pair of wind tiles matching both the round wind and the winning player's seat wind counting both matches.		
<b>Seven Pairs Score</b>	2 Han 25 Fu	1 Han 50 Fu		
<b>Dealer Keep Conditions</b>	Dealer must win.	Dealer must be in Tenpai.	Dealer keep occurs at the end of any drawn hand.	
Optional Hands Japanese	Optional Hands English	Explanation	Open, Closed, Either?	Han
<b>Isshoku Sanjun</b>	Three Same Sequences	Three sequences of the same suit and same number; for example, three sequences 1-2-3 Pins.	C, O	3, 2
<b>Sanrenkou</b>	Three Chained Triples	Three triples of three consecutive numbers in the same suit; for example, 3-4-5 Character triples.	E	2
<b>Nagashi Mangan</b>		No tiles remain in live wall, nobody wins, player discards terminals and honors only, and nobody called player's tiles. If Double Ron in effect, losing players pay to the winners. For example, dealer receives 8000 and next player receives 4000. If Triple Ron in effect, dealer receives 4000, other players receive 2000. Bottom line multiple players don't collect payment from each other.		5
<b>Dai Sharin</b>	Sequential Pairs Of Same Suit Simples	A hand of seven pairs that are sequential, the same suit, and consist of only simple tiles between two and eight. Optional Yakuman.	C	
<b>Su Renko</b>	Four Chained Triples	Four triples of three consecutive numbers in the same suit; for example, 3-4-5-6 Character triples. Optional Yakuman.	E	
<b>Paarenchan</b>	Eight Consecutive Wins	Must win eight hands in a row without drawn hands or null hands in between. The eighth win is an automatic Yakuman. This is the standard. There are variations: player must be a dealer eight times, eighth win doesn't need a Yaku, every win after the 8th is a Yakuman, next Yakuman happens on the sixteenth win.		