

General Rules

The Tiles

- Suits: Disks, Bamboo, and Characters, numbered 1-9
- Terminals: The 1's and 9's in each suit
- Honours: The four winds (E, S, W, N) and three dragons (White, Green, Red)
- Bonus Tiles: The three dragons, the player's own wind, and the prevailing wind (aka the wind of the round)

Melds

- Chi: a numeric sequence of three tiles in the same suit.
- Pon: Three identical tiles.
- Kan: Four identical tiles.

Scoring Sticks

- Eight black dots: 100 (get 10 at start)
- Single red dot: 1,000 (get 9 at start)
- Five red dots: 5,000 (get 2 at start)
- Two black and seven red dots: 10,000 (get 1 at start)

Play

A round lasts four or more hands until everyone has lost as dealer. Initial dealer is determined randomly. After a dealer fails to win a hand, the player to their right takes over. The dealer is always East, which defines the players' own winds. The prevailing wind of the first round is always East. If further rounds are played the winds are South, West, and then North.

At the start of each hand the tiles are shuffled and each player builds a wall, 2 tiles high and 17 long (or 18 if using flowers and seasons). The dealer rolls three dice and counts round the players anticlockwise, starting from him/herself as 1.

The chosen player counts the same number of stacks along their wall from the right and breaks at this point. The 14 tiles to the right of the break are the dead wall. Tiles are drawn from the left of the break, the live wall.

Players' starting hands are dealt in blocks of 4, giving the dealer 14 and all other players 13. Play starts in the dealer's turn.

A player's turn consists of acquiring a tile (from the wall or by calling a discard), and then either going out or discarding a tile. All discards should be announced out loud. If the discard is called, play moves directly to the caller's turn. Otherwise the next player to the right draws a tile from the wall to start their turn.

If a player is supposed to draw from the wall and no tiles remain then the hand is tied.

Going Out

Going out means completing a hand (14 tiles). A hand is complete if it is either:

- The Thirteen Unique Wonders automatic Yakuman hand.
- A hand consisting of seven distinct pairs.
- A hand consisting of one pair and four melds which qualifies for at least one Yaku. This is a 'standard hand'. Flowers, seasons, or Dora are **not** Yaku.

Payment

A hand ends when someone goes out. The winning hand is scored, and the three losers pay the winner points equal to the score.

- All payments from or to the dealer are **doubled**.
- If the winner went out on a discard (i.e. called Ron), then the **discarder pays for everyone**, i.e. 4 times score if the winner is not the dealer, 6 times if they are.

Calling

Following a discard, other players may call Chi, Pon, Kan, or Ron to claim the tile. If successful, they take the tile into their hand and it becomes their turn.

- **Chi** may only be called by the next player in turn (discarder's right) and if the tile completes a sequence of three in their hand.
- **Pon** may be called by anyone if the tile completes a matching triple in their hand.
- **Kan** may be called by anyone if the tile matches a concealed triple in their hand. The player draws a supplemental tile from the dead wall and continues.
- **Ron** may be called on **any** tile that completes the caller's hand.

If more than one player calls for the same discard, then calls take precedence in order Ron (highest), Kan, Pon, and Chi (lowest). If two or more calls are the same, then the next player in the turn order wins ('Head Bump').

Open/Concealed/Closed

Melds completed by calling Chi, Pon, or Kan (but **not** Ron) are considered **open** and cannot be altered.

- A **concealed** meld is one that is not open.
- A **closed hand** is one where all melds are concealed.

Declaring Kan

After drawing a tile from the wall, you may **declare** a Kan (four of a kind). The meld cannot thereafter be altered, but it is not considered open. If you do so however, another player may call for the tile as if you had discarded it, with all attendant consequences including payment.

If no-one claims the tile, you then draw a supplemental tile from the dead wall, and continue your turn. You can declare several Kans in the same turn.

Riichi (optional)

A **closed** hand requiring one more tile to go out (i.e. in 'Tenpai') may declare 'Riichi' (Ready) as it discards, as long as the discard is not called as Ron by another player. The value of doing so is that the hand acquires Yaku.

- They must pay an ante of 1,000 points that goes to the winner of the hand. If the hand is tied, it goes into a pot for the winner of the next hand, or the eventual winner of the game.
- They may not thereafter change their hand, even to form Kan. They may not call Chi, Pon, or Kan, and any tile drawn that does not complete their hand must be discarded.

If all four players declare Riichi, then the hand is tied.

Sacred Discard (optional)

You may not call Ron on a tile you yourself have previously discarded. You may call anything else, and you may still go out with the tile if you draw it from the wall.