

Yaku

All Yaku are cumulative. Many automatically include others.

For Particular Melds

- **Two Identical Chi (1)** Two Chi of the same suit and numbers. You can get this twice.
- **Three Colour Straight (2)** Three Chi of the same numbers, one in each suit.
- **Straight Through (2)** Three Chi 1-2-3, 4-5-6, and 7-8-9 in the same suit.
- **Bonus Meld (1)** Each Pon/Kan of any dragon, the prevailing wind, or the player's own wind. Can be claimed multiple times.
- **Little Three Dragons (2)** Pon/Kan of two dragons, and a pair of the third.
- **Three Concealed Pon/Kan (2)**
- **Three Colour Triple (2)** Three Pon of the same number, one in each suit.
- **Three Kan (2)**

For Overall Hand Patterns

- **Seven Pairs Hand (2)**
- **No Honours or Terminals (1)** Any hand consisting solely of 2-8's.
- **One Suit and Honours (2)** Any hand where all the tiles are honours or are within a single suit.
- **One Suit (2)** Any hand where all the tiles are in a single suit.
- **No Points (1)** A standard hand with no Pon/Kan and no bonus pair ('Pinfu').
- **No Chi (2)** A standard hand with no Chi.
- **Honour or Terminal in each Set (2)** A standard hand where each Pon/Kan/Pair is of an honour or terminal, and each Chi contains a terminal (i.e. 1-2-3 or 7-8-9).
- **Terminal in each Set (1)** A standard hand where each Pon/Kan/Pair is of a terminal, and each Chi contains a terminal (i.e. 1-2-3 or 7-8-9).
- **'Hon-Rou-Tou' / All Honours or Terminals (2)**

For Conditions on Going Out

- **Riichi (1)** A closed hand that has declared 'Ready'.
- **One-Shot (1)** A Riichi completed with the very next tile acquired.
- **Tsumo (1)** A closed hand completed from the wall.
- **Bottom of the Sea (1)** Going out by picking the last tile from the live wall.
- **Bottom of the River (1)** Going out by claiming the tile discarded by the player who picked the last tile from the live wall.
- **Kan Pick (1)** Going out with the extra tile you pick from the dead wall after forming a Kan. The tile is counted as if drawn from the wall for all purposes.
- **Robbing a Kan (1)** Going out by calling for a tile in a declared Kan.