

Yaku

All Yaku are cumulative. Many automatically include others.

For Particular Melds

- **'Ii-Pei-Kou' / Two Identical Chi (1)** Two Chi of the same suit and numbers. You can get this twice ('Ryan-Pei-Kou' – (3)). **Hand must be closed.**
- **'San-Shoku-Dou-Jun' / Three Colour Straight (2/1)** Three Chi of the same numbers, one in each suit.
- **'Ittsuu' / Straight (2/1)** Three Chi 1-2-3, 4-5-6, and 7-8-9 in the same suit.
- **'Yaku-Pai' / Bonus Meld (1)** A Pon/Kan of any dragon, the prevailing wind, or the player's own wind. Can be claimed multiple times.
- **'Shou-San-Gen' / Little Three Dragons (2)** Pon/Kan of two dragons, and a pair of the third.
- **'San-An-Kou' / Three Concealed Pon/Kan (2)**
- **'San-Shoku-Dou-Kou' (2)** Three Pon of the same number, one in each suit.
- **'San-Kan-Tsu' / Three Kan (2)**

For Overall Hand Patterns

- **'Chi-Toi' / Seven Pairs Hand (2)**
- **'Tan-Yao' / No Honours or Terminals (1)** Any hand consisting solely of 2-8's.
- **'Hon-Itsu' / One Suit and Honours (3/2)** Any hand where all the tiles are honours or are within a single suit.
- **'Chin-Itsu' / One Suit (3)** Any hand where all the tiles are in a single suit.
- **'Pin-Fu' / No Points (1)** A standard hand with no Pon/Kan and no bonus pair. **Hand must be closed.**
- **'Toi-Toi' / No Chi (2)** A standard hand with no Chi.
- **'Chanta' / Honour or Terminal in each Set (2/1)** 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).
- **'Jun-Chan' / 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'.
- **'Ippatsu' / One-Shot (1)** A Riichi completed with the very next tile acquired.
- **'Menzen Tsumo' (1)** A closed hand completed from the wall.
- **'Hai-Tai' / 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.
- **'Rin-Shan' (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.
- **'Chan-Kan' / Robbing a Kan (1)** Going out by calling for a tile in a declared Kan.