

Yakuman

'Kokushi-Musou' / Thirteen Orphans/Thirteen Unique Wonders

A hand with one each of the 6 terminals and 7 honours, and one further terminal or honour.

'Chuu-Ren' / Nine Gates

A hand consisting of 1-1-1-2-3-4-5-6-7-8-9-9-9 of a single suit, plus one further tile in the same suit.

'Ryu-ii-Sou' / All Green

A hand utilising just green dragons and/or the 2, 3, 4, 6, or 8 of bamboo.

'Dai-San-Gen' / Big Three Dragons

A Pon/Kan of each of the three dragons.

'Shou-Suu-Shii' / Little Four Winds

A standard hand with a Pon/Kan/Pair of each of the four winds.

'Dai-Suu-Shii' / Big Four Winds

A standard hand with a Pon/Kan of each of the four winds.

'Suu-An-Kou' / Closed, No Chi

'Tsuu-ii-Sou' / All Honours

'Chin-Rou-Tou' / All Terminals

'Suu-Kan-Tsu' / Four Kan

'Ten-Hou' / Heavenly Hand

Dealer's initial hand is complete.

'Chi-Hou' / Earthly Hand

Non-dealer's hand is completed by their first tile, which must be drawn from the wall.

'Ren-How'

Non-dealer's hand is completed before they draw their first tile from the wall.