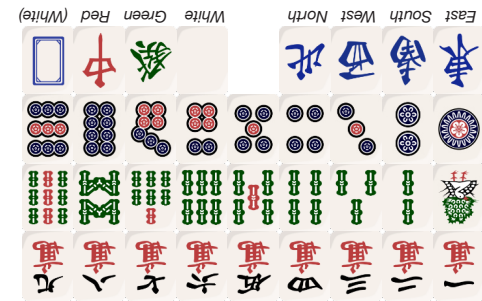




Tile Types

There are 136 tiles (4 of each tile) in 3 suits and the Honor tiles.

Manzu / Characters: Numbered 1-9

Souzu / Bamboo: Numbered 1-9 and the 1 tile always has a bird on it

Pinzu / Dots: Numbered 1-9

Wind Tiles: East, South, West, North (represented as E, S, W, N)

Dragon Tiles: Green, Red, White

Simples/Basic: Number tiles 2-8 any suit

Terminals: 1 and 9 of any suit

Honors: Wind tiles and Dragon tiles

The Pocket Zine for Riichi Mahjong

Maybe you've heard about it in an article or saw it played in a movie or an anime. It's kind of like gin rummy and poker but with tiles instead of cards. Four players compete to create winning hands, using both luck and strategy. It's the Japanese version of mahjong and is a bit different from the Chinese or American game you might have seen before. Any mahjong set could work for playing Riichi as it uses the 136 basic tiles (but often includes special all-red 5 tiles).



Round & Seat Winds

Round/Prevailing Wind: Games are typically 1 (East Wind only) or 2 full rounds (East Wind and South Wind)

Seat Wind: Each player also has a seat wind (East/South/West/North)

East player is always dealer: play moves counter-clockwise until each player has been East dealer in both rounds

Matching round/seat winds in your hand are worth bonus points.

Calling Tiles (Opening Your Hand)

Chii: Call a tile from player on left to complete a sequence (e.g., 4-5 + call 6)

Pon: Call a tile from any player to complete a triplet (e.g., 7-7 + call 7)

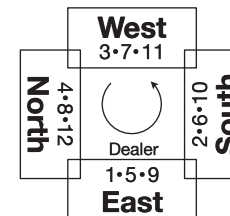
Kan: Call a tile to make a quad (4 identical tiles); draw replacement tile (from dead wall) and reveal +1 dora

Note that opening your hand prevents Riichi! but allows faster completion.

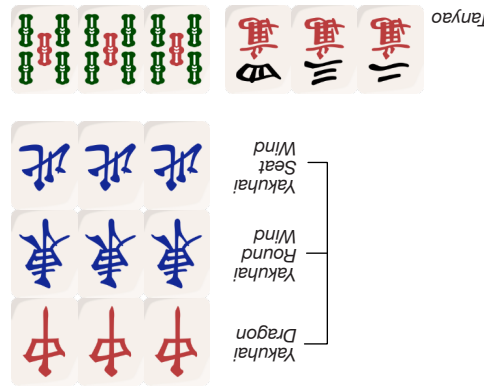
Beginners should try to keep hand closed until more familiar with the hands (yaku).



Roll dice to determine which wall splits for dead wall. Count stacks from right end. Picking starting tiles from the wall goes clockwise. Play turns go counter-clockwise.



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Basic Yaku (Winning Hands)

Riichi (1 han) - Declare ready with any closed hand; pay 1000 points to table, discard tile sideways, cannot change hand.

Yakuhai (1 han) - Hand has triplet of dragons for each set

Tanyao (1 han) - All tiles are simples (2-8), no honors or terminals (1,9)

Toitai (2 han) - All sets are triplets or kans (no sequences)

Honitsu (2 han) - One suit + honors only (+1 if concealed)

Key Rules

Each player draws (or calls) 1 tile then discards 1 tile each turn unless the new tile completes their winning hand.

Your discarded tiles go face-up in front of you, 6 tiles per row.

You need at least 1 yaku to win (dora alone doesn't count).

Furiten: If the tile you are waiting on to win your hand is already in your discard pile then you must self-draw to win (you cannot call another player's discard).

Dead wall: The last 7 stacks (or 14 tiles) are never drawn (except for kan replacements), so hands can end in a draw.

Tenpai: A ready hand needing one final tile. When a round ends in exhaustive draw, if you are tenpai you still score some points.

Scoring: It can take many games to learn how to score winning hands; be patient and seek help from experienced players.

Points are calculated based on **han** (yaku + dora) and **fu** (hand composition).



Dora Sequences:

Numbers: 1 → 2 → 3 → 4 → 5 → 6 → 7 → 8 → 9 → 1 (cycles around)

Winds: East → South → West → North → East (cycles around)

Dragons: Green → Red → White → Green (cycles around, alphabetical)

Important: Dora is not a yaku.

Each dora in your hand adds +1 han (worth more points)

Red 5 tiles are dora (red fives are common but optional)

4 manzu is dora

Example: If indicator shows 3 manzu, then start; the **next** tile in sequence is dora

The 3rd top tile in dead wall is revealed at start; the **next** tile in sequence is dora

Dora Tiles (Bonus)

After shuffling, each player builds a wall of tiles, 17 tiles long and two tiles high

Building The Walls

How to Win

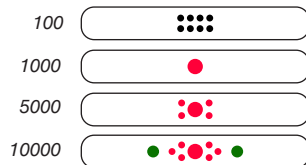
Call 'Ron': Win by taking another player's discard - they pay you

Call 'Tsumo': Win by drawing the winning tile yourself - all players pay you

If you called **'Riichi'** and you won, then you also get to reveal the *uradora* (the tile underneath the dora tile) for an extra bonus.

Tenbou (Point Sticks)

Each player typically starts with 25,000 (casual) or 30,000 (tournament) points.
 1x 10000, 2x 5000, 4x 1000, 10x 100



This is a very simplified guide. Consult the rules for full yaku, intermediate to advanced play, and scoring. Yes, it really goes E, S, W, N.
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