

# Riichi Mahjong Player Guides and Unicode Tile Characters



# Mahjong Styles

- There are many styles or varieties of mahjong.
- They developed as the game spread across many continents and countries
- This guide is for Japanese style “*Riichi*” (pronounced “reach ee”) mahjong.
- It uses Japanese terminology which may be different from guides for other styles.
- It follows the World Riichi Championship (WRC) rules <https://worldriichi.org/wrc-rules/>

# Mahjong Tiles

- Mahjong is played with tiles (*pai*, pronounced “pie” in Japanese)
- There are 136 tiles used in *riichi* mahjong
- Organized in 3 numeric suits of 1-9 plus & “honor” tiles
- There are 4 copies of each tile
- Most sets have 8 additional tiles that are used for variants
- There are unicode characters for all of the tiles



These are the 5's from the 3 suits. The red tiles are used in a variant game as bonus tiles.

# The “honor” tiles

## The four winds

East 東

South 南

West 西

North 北

## The three dragons

Green 發

Red 中\*

White 〇

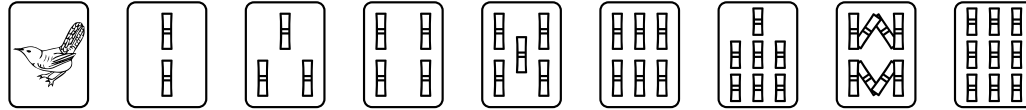
(\* Constructed in PowerPoint;  
actual Unicode red glyph: 中)

# The nine character tiles



*Manzu*

# The nine bamboo tiles

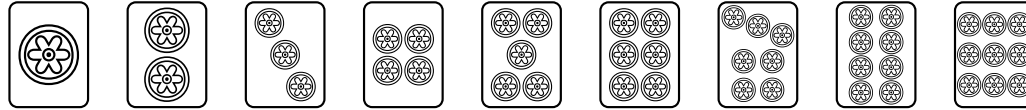


## *Souzu*

The 1 souzu tile often appears as a bird. This tile appears very differently in each mahjong set, but is usually recognizable as a bird of some kind.



# The nine ball tiles



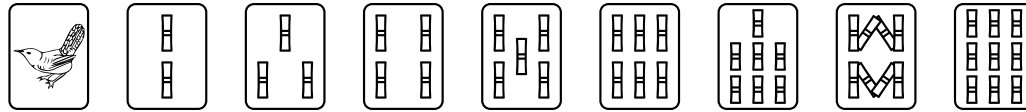
*Pinzu*

# Quick Tile Reference

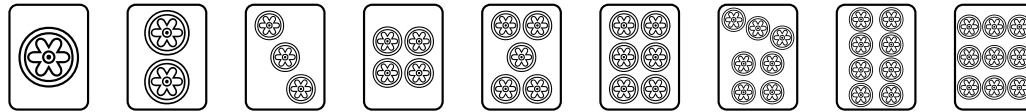
*Manzu*



*Souzu*



*Pinzu*



East



Green



South



North



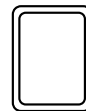
Red



West



White

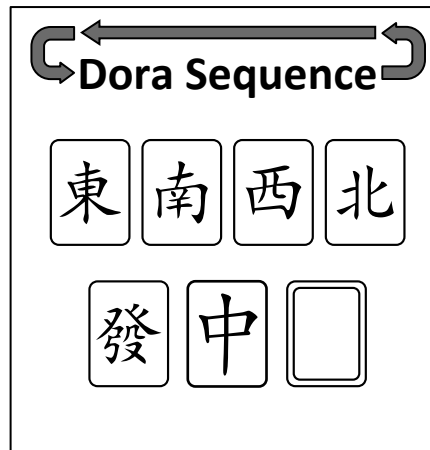




# *Dora* – Bonus Tiles

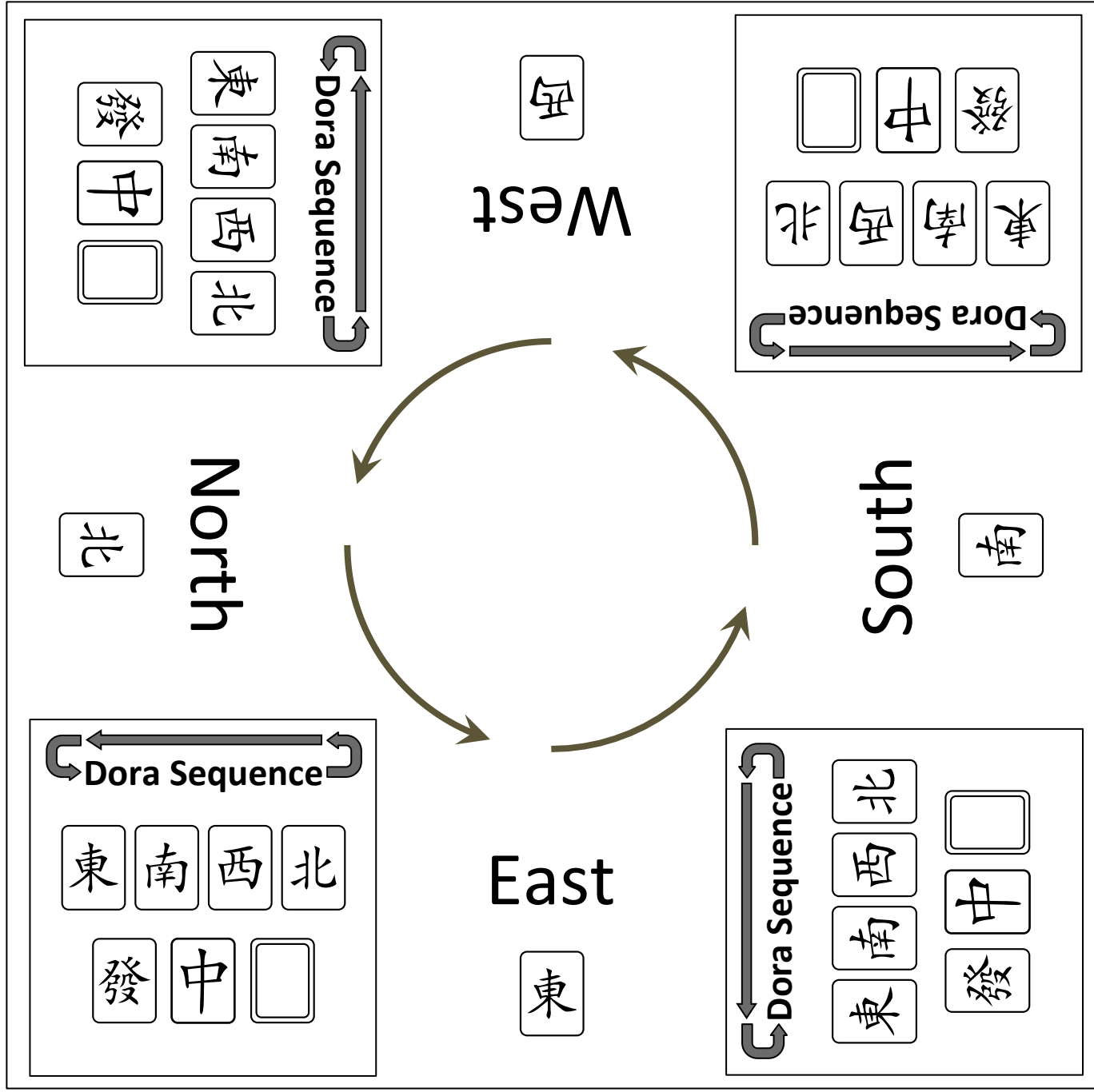
In each game, at least one tile is marked as a bonus tile, *dora*. Players who win with a bonus tile in their hand get more points.

The *dora* indicator shows the tile *preceding the dora*. The next tile in sequence is straightforward to determine for numeric tiles in the 3 main suits. If the indicator is the 9 of a suit, the *dora* is the 1 of that suit. For the winds, the sequence is the same as the order that players take turns around the table. For the color tiles, they go in alphabetical order by their English names: green, red, white.



# Player Guides

- The next slides are player guides. The first 2 slides are designed to be printed (double sided) as a square that can be laid at the middle of the mahjong table.
- They show the player sequence and *dora* sequences on one side and the scoring tables on the other side.
- They should be printed at a scale that matches the width of 6 mahjong tiles for the set so that it's easy to arrange discards in rows of 6 tiles each in front of each player.
- The next 2 slides can also be printed double sided as a "cheat sheet". One side is the list of hands (*yakus*) and their *han* values, and the other has the rules for mini-points (*fu*) and scoring tables.



Non East  
Player

Han Fu	20	25	30	40	50	60	70
1	700		1,000	1,300	1,600	2,000	2,300
2	1,300	1,600	2,000	2,600	3,200	3,900	4,500
3	2,600	3,200	3,900	5,200	6,400	7,700	8,000
4	5,200	6,400	7,700	8,000	8,000	8,000	8,000
5	8,000	8,000	8,000	8,000	8,000	8,000	8,000
6 - 7	12,000	12,000	12,000	12,000	12,000	12,000	12,000
8 - 10	16,000	16,000	16,000	16,000	16,000	16,000	16,000
11 -	24,000	24,000	24,000	24,000	24,000	24,000	24,000
<i>Yakuman</i>	32,000	32,000	32,000	32,000	32,000	32,000	32,000

East  
Player

Han Fu	20	25	30	40	50	60	70
1	1,000		1,500	2,000	2,400	2,900	3,400
2	2,000	2,400	2,900	3,900	4,800	5,800	6,800
3	3,900	4,800	5,800	7,700	9,600	11,600	12,000
4	7,700	9,600	11,600	12,000	12,000	12,000	12,000
5	12,000	12,000	12,000	12,000	12,000	12,000	12,000
6 - 7	18,000	18,000	18,000	18,000	18,000	18,000	18,000
8 - 10	24,000	24,000	24,000	24,000	24,000	24,000	24,000
11 -	36,000	36,000	36,000	36,000	36,000	36,000	36,000
<i>Yakuman</i>	48,000	48,000	48,000	48,000	48,000	48,000	48,000

Print at 63% scale

## Hands Not Allowing Exposed Tiles

Han	Name	Description
1	<i>Tsumo</i>	Draw the winning tile from wall
1	<i>Riichi</i>	Declare that you are one tile away from completing the hand with at least 4 tiles remaining in the wall; 2 <i>han</i> if done on first discard and †
1	<i>Pinfu</i>	Four chis + a pair. Winning tile cannot be a single tile wait. Pair cannot be colors, round or seat wind (other winds are OK).
1	<i>Ipeiko</i>	Two identical chis of the same suit and series (e.g., <i>Pinzu</i> : 2-3-4, <i>Pinzu</i> : 2-3-4)
2	<i>Chitoitsu</i>	Seven unique pairs (2 <i>han</i> & 25 <i>fu</i> )
3	<i>Ryanpeiko</i>	Two sets of <i>Ipeiko</i> (e.g., <i>Pinzu</i> : 2-3-4, <i>Pinzu</i> : 2-3-4, <i>Souzu</i> : 5-6-7, <i>Souzu</i> : 5-6-7)
5	<i>Renho</i>	Non-East player wins with 1 of first 4 discards †
Max	<i>Tenho</i>	East player wins with original deal †
Max	<i>Chiho</i>	Non-East player wins with first draw †
Max	<i>Suanko</i>	Four concealed pons
Max	<i>Kokushimuso</i>	1 & 9 tile from each suit, one of each wind and color, +1 pair
Max	<i>Churen-poto</i>	All one suit with pon of 1's, pon of 9's, and 2-3-4-5-6-7-8 series, +1 pair in 2-8

† Must occur before any pons, chis, or kans (closed included) are made by other players. *Riichi* can be declared before.

## Hands Allowing Exposed (Melded) Tiles

Han	Name	Description	Han	Name	Description
1	<i>Yakuhai</i>	Pon of round or seat wind or color tiles	2	<i>Honroto</i>	Hand contains only honor, 1, or 9 tiles (no numeric tiles 2-8)
1	<i>Tan Yao</i>	Hand contains only numeric tiles from 2 to 8	2	<i>Toitoi</i>	Four pons (one or more exposed)
1	<i>Haitei</i>	Win with the last drawn tile	2	<i>Sananko</i>	Three concealed pons
1	<i>Hotei</i>	Win with the last discarded tile	2	<i>Shosangen</i>	Two pons of color tiles and a pair of color tiles
1	<i>Rinshan Kaiho</i>	Win with the extra tile drawn for forming a kan	3*	<i>Honitsu</i>	Hand contains only one suit and some honor tiles. *2 <i>han</i> if open
1	<i>Chankan</i>	Win with the tile used by another player to form a kan on an exposed pon	3*	<i>Junchan</i>	All chis, pons, and pair contain a 1 or 9 tiles. *2 <i>han</i> if open
2*	<i>Sanshoku-dojun</i>	Three chis of the same series from each suit ( <i>Pinzu</i> : 5-6-7, <i>Manzu</i> : 5-6-7, <i>Souzu</i> : 5-6-7). *1 <i>han</i> if open.	6*	<i>Chinitsu</i>	Hand contains only one suit and no honor tiles. *5 <i>han</i> if open
2	<i>Sanshukudoko</i>	Three pons of the same number from each suit ( <i>Pinzu</i> : 3-3-3, <i>Manzu</i> : 3-3-3, <i>Souzu</i> : 3-3-3)	Max	<i>Daisangen</i>	Three pons of color tiles
2*	<i>Ikitsukan (or Itsu)</i>	Three chis from the same suit covering all 9 values (1-2-3, 4-5-6, 7-8-9). *1 <i>han</i> if open.	Max	<i>Sushiho</i>	Four pons of wind tiles ( <i>Daisushi</i> ) or three pons and a pair of wind tiles ( <i>Shosushi</i> )
2*	<i>Chanta</i>	All chis, pons and pair contain 1 or more honor or 1 or 9 tile. *1 <i>han</i> if open.	Max	<i>Tsuiso</i>	All honor tiles
			Max	<i>Ryuiso</i>	Pon of green + all green souzu (bamboo) tiles: 2, 3, 4, 6, 8
			Max	<i>Chinroto</i>	Hand only contains 1 & 9 tiles
			Max	<i>Sukantsu</i>	Four kans

## Bonus Tiles

Han	Name	Description
1	<i>Dora</i>	Bonus tile. Add 1 <i>han</i> for each bonus tile.
1	<i>Ura Dora</i>	Bonus tile for winning with <i>Riichi</i> . Add 1 <i>han</i> for each bonus tile.
1	<i>Ippatsu</i>	Bonus of 1 <i>han</i> for winning with another player's first discard or the first draw from the wall after declaring <i>Riichi</i> , without any intervening chis, pons, or kans.

## Counting Mini-Points, *Fu*

Condition	<i>Fu</i>
Completing a hand other than seven unique pairs (base mini-points)	20
Completing seven unique pairs, <i>chitoitsu</i> (no other mini-points are added)	25
Win on another player's discard with a closed hand	10
Win <ul style="list-style-type: none"> <li>• by completing a one-sided chi: (the 3 of 1-2-3, the 7 of 7-8-9, or the middle tile)</li> <li>• by completing a pair</li> <li>• by self draw</li> <li>• with no <i>fu</i> other than the base (open <i>pinfu</i>)</li> </ul>	2

## Non East Player

<i>Han Fu</i>	20	25	30	40	50	60	70
1	700		1,000	1,300	1,600	2,000	2,300
2	1,300	1,600	2,000	2,600	3,200	3,900	4,500
3	2,600	3,200	3,900	5,200	6,400	7,700	8,000
4	5,200	6,400	7,700▶	8,000	8,000	8,000	8,000
5	8,000	8,000	8,000	8,000	8,000	8,000	8,000
6 - 7	12,000	12,000	12,000	12,000	12,000	12,000	12,000
8 - 10	16,000	16,000	16,000	16,000	16,000	16,000	16,000
11 -	24,000	24,000	24,000	24,000	24,000	24,000	24,000
<i>Yakuman</i>	32,000	32,000	32,000	32,000	32,000	32,000	32,000

Tiles ▶	2 - 8	1's, 9's, Honors	Colors, Round or Seat Wind	Round and Seat Wind
<b>Kind ▼</b>				
<i>Chi</i>	0	0	-	-
Melded <i>pon</i>	2	4	4	4
Concealed* <i>pon</i>	4	8	8	8
Melded <i>kan</i>	8	16	16	16
Concealed <i>kan</i>	16	32	32	32
Pair	0	0	2	4
If winning tile completing a <i>pon</i> is another player's discard or open <i>kan</i> , the <i>pon</i> is not concealed; it counts as melded.				

## East Player

<i>Han Fu</i>	20	25	30	40	50	60	70
1	1,000		1,500	2,000	2,400	2,900	3,400
2	2,000	2,400	2,900	3,900	4,800	5,800	6,800
3	3,900	4,800	5,800	7,700	9,600	11,600	12,000
4	7,700	9,600	11,600▶	12,000	12,000	12,000	12,000
5	12,000	12,000	12,000	12,000	12,000	12,000	12,000
6 - 7	18,000	18,000	18,000	18,000	18,000	18,000	18,000
8 - 10	24,000	24,000	24,000	24,000	24,000	24,000	24,000
11 -	36,000	36,000	36,000	36,000	36,000	36,000	36,000
<i>Yakuman</i>	48,000	48,000	48,000	48,000	48,000	48,000	48,000











# Notes on the *Chun* Character

- This is the Chun character: 中
- **Apple LiGothic Medium** 中
- **Apple LiSung Light** 中
- *LingWai TC Medium* 中
- **Weibei TC Bold** 中
- **Fang Song** 中
- **Kai** 中

I used the Kai font version to make the tile image.

The unicode red dragon tile looks like this: 

# Other tiles and their Unicodes

	U+1F022 MAHJONG TILE PLUM mei
	U+1F023 MAHJONG TILE ORCHID lan
	U+1F024 MAHJONG TILE BAMBOO zhu
	U+1F025 MAHJONG TILE CHRYSANTHEMUM ju
	U+1F026 MAHJONG TILE SPRING
	U+1F027 MAHJONG TILE SUMMER
	U+1F028 MAHJONG TILE AUTUMN
	U+1F029 MAHJONG TILE WINTER
	U+1F02A MAHJONG TILE JOKER baida
	U+1F02B MAHJONG TILE BACK