

# Mahjong Yaku Cheat Sheet

Riichi (Japanese) Mahjong - mahjongmaster.co

Every winning hand in riichi mahjong needs at least one yaku - a scoring pattern your hand must contain. This cheat sheet covers the 5 most common yaku for beginners and the complete reference for all yaku in the game.

## Top 5 Beginner Yaku - Memorize These First

Yaku	Han	Closed	Description
<b>Riichi</b>	1	Yes	Declare riichi when your closed hand is one tile away from winning, wagering 1000 points
<b>Tanyao</b>	1	No	Build your entire hand using only simple tiles numbered 2 through 8, with no terminals or honors
<b>Pinfu</b>	1	Yes	A closed hand made entirely of sequences with a valueless pair and a two-sided wait, earned by self-draw
<b>Ippatsu</b>	1	Yes	Win within one turn cycle after declaring riichi, before any player makes an open call.
<b>Menzen Tsumo</b>	1	Yes	Win by self-drawing your winning tile while your hand is completely closed.

## Quick Rules

- \* Every winning hand needs at least 1 yaku (except some pao rules).
- \* A hand with no yaku ('yaku-nashi') cannot be declared a win.
- \* Each yaku adds han points; han combines with fu for final score.
- \* Yakuman = 13+ han = highest scoring tier (32k for non-dealer).
- \* Closed-only yaku require no open calls (no chi, pon, or open kan).

# Complete Yaku Reference

## Special / Game-State

Yaku	Han	Closed	Description
Riichi	1	Yes	Declare riichi when your closed hand is one tile away from winning, wagering 1000 points
Ippatsu	1	Yes	Win within one turn cycle after declaring riichi, before any player makes an open call.
Menzen Tsumo	1	Yes	Win by self-drawing your winning tile while your hand is completely closed.
Daburu Riichi	2	Yes	Declare riichi on your very first turn before any player has made an open call, earning do
Chiitoitsu	2	Yes	The hand consists of seven different pairs.
Nagashi Mangan	mangan	No	Score a mangan at exhaustive draw when all of your discards are terminals and honors and n

## Sequence-Based

Yaku	Han	Closed	Description
Pinfu	1	Yes	A closed hand made entirely of sequences with a valueless pair and a two-sided wait, earni
Iipeikou	1	Yes	Your closed hand contains two completely identical sequences in the same suit.
Sanshoku Doujun	2	No	Complete the same numerical sequence in all three suits.
Ittsu	2	No	Complete a full straight of 1 through 9 in a single suit using three sequential melds.
Ryanpeikou	3	Yes	The hand contains two separate sets of identical sequences (two iipeiko patterns).

## Triplet-Based

Yaku	Han	Closed	Description
Yakuhai: Haku	1	No	Complete a triplet (or quad) of white dragon tiles to score this straightforward 1-han yak
Yakuhai: Hatsu	1	No	Complete a triplet (or quad) of green dragon tiles to score this reliable 1-han yaku.
Yakuhai: Chun	1	No	Complete a triplet (or quad) of red dragon tiles to score this dependable 1-han yaku.
Yakuhai: Seat Wind	1	No	Complete a triplet (or quad) of the wind tile matching your current seat position.
Yakuhai: Round Wind	1	No	Complete a triplet (or quad) of the wind tile matching the current round wind.
San Ankou	2	No	The hand contains three concealed triplets (formed without calling pon).
Toitoi	2	No	The entire hand is composed of triplets (or quads) with no sequences.
Shousangen	2	No	The hand contains two dragon triplets and a pair of the third dragon.
San Kantsu	2	No	The hand contains three declared kans (quads).
Sanshoku Doukou	2	No	The hand contains the same numbered triplet in all three suits.

## Suit-Concentration

Yaku	Han	Closed	Description
Honitsu	3	No	The hand contains tiles from only one suit plus honor tiles.
Chinitsu	6	No	Build your entire hand from tiles of a single suit with no honor tiles.

## Terminals & Honors

Yaku	Han	Closed	Description
Tanyao	1	No	Build your entire hand using only simple tiles numbered 2 through 8, with no terminals or
Chanta	2	No	Every meld and the pair must contain at least one terminal (1 or 9) or honor tile.
Honroutou	2	No	The entire hand consists of only terminal tiles (1s and 9s) and honor tiles.
Junchan	3	No	Every meld and the pair must contain a terminal tile (1 or 9), with no honor tiles in the

## Lucky / Bonus

Yaku	Han	Closed	Description
Haitei	1	No	Win by self-drawing the very last tile from the wall before the hand ends in a draw.
Houtei	1	No	Win by claiming the very last discard of the hand before the game ends in a draw.
Rinshan Kaihou	1	No	Win on the replacement tile drawn from the dead wall after declaring a kan.
Chankan	1	No	Win by claiming the tile another player uses to upgrade an open triplet into a kan.

## Yakuman (13 han)

Yaku	Han	Closed	Description
<b>Kokushi Musou</b>	yakuman	Yes	Collect one of each terminal and honor tile -- all thirteen unique orphans -- plus one dup
<b>Suu Ankou</b>	yakuman	Yes	Complete a hand with four concealed triplets (or quads) that were all formed without calli
<b>Daisangen</b>	yakuman	No	Collect triplets of all three dragon tiles -- haku, hatsu, and chun -- in a single hand.
<b>Shousuushii</b>	yakuman	No	Collect triplets of three different wind tiles and use the fourth wind as your pair.
<b>Daisuushii</b>	yakuman	No	Collect triplets of all four wind tiles -- East, South, West, and North -- in a single han
<b>Tsuuiisou</b>	yakuman	No	Build your entire hand using only honor tiles -- winds and dragons -- with no suited numbe
<b>Chinroutou</b>	yakuman	No	Build your entire hand using only terminal tiles (1s and 9s) with no honor tiles or middle
<b>Ryuuiisou</b>	yakuman	No	Build your entire hand using only the green tiles: 2s, 3s, 4s, 6s, 8s in bamboo and the gr
<b>Chuuren Poutou</b>	yakuman	Yes	Form the pattern 1-1-1-2-3-4-5-6-7-8-9-9-9 in one suit plus any extra tile of that same su
<b>Suu Kantsu</b>	yakuman	No	Declare four kans in a single hand -- the rarest yakuman achievable through play.
<b>Tenhou</b>	yakuman	Yes	As the dealer, win instantly with a complete hand on your initial 14-tile deal before any
<b>Chiihou</b>	yakuman	Yes	As a non-dealer, win on your very first self-draw before any calls have been made by any p