

1x Score

End-less — Any four groups and the pair from any suits exclude any terminals (1-9) and honors.

234 666 567 456 88

Dragon — Any triplet of dragons.

RRR

Seat Wind — Your current seat wind.

NNN

Round Wind — Your current round wind.

EEE

Reach — One away from winning? Make a 100 point bet that you can win!

2x Score

Seven Pairs — Any seven pairs. You MAY NOT have a duplicate pair.

22 11 33 88 66 RR EE

Colorful Runs — Any three similar runs in all three suits.

123 123 123

Clean Straight — A straight through in one suit.

123456789

Almost the End — All groups and the pair contain at least one terminal or honor.

123 123 999 789 EE

Colorful Trips — Any three similar trips in all three suits.

333 333 333

Three Hidden Trips — Fully concealed trips in your hand. The winning tile MAY NOT be used to complete the third trip.

222 666 888

Triple Quads — Four quads.

2222 6666 8888

Tripped Over — Four trips (called or uncalled) and a pair of any type of tile.

222 666 888 999

Dirty Ends — A hand completely made of terminals and honors.

111 999 111 111 EE

Kind of a Drag — Two dragon trips and one dragon pair.

RRR GGG WW

3x Score

Double Clean Runs — Double similar runs in one suit twice.

123 123 456 456

Dirty Flush — All of one suit with honors.

12344666777 EE

End Over — All groups contain a terminal. No honors permitted.

111 789 123 123 99

6x Score

Flushed Out — All one suit.

12333366677799

Limit Hands

Four Hidden Trips — Fully concealed trips in your hand. The winning tile MAY NOT be used to complete the fourth trip but may complete the pair.

222 999 666 888

Quad City — Four quads.

2222 9999 6666 8888

Huge Drag — All three dragon trips.

RRR GGG WWW

Slight Breeze — Three wind trips and a pair.

NNN EEE WWW SS

Loners — One of each terminal and honor plus one extra.

191919NEWSRGW W

All Honors — All groups and pair are honors.

RRR GGG EEE WWW SS

Ends Well — All groups and pair are terminals only.

111 999 111 111 99

Jade Palace — All groups and pair contain tiles with only the color green in them.

234 444 666 GGG 88

Double Limit

Stormy — Trips of all four winds.

NNN EEE WWW SSS

Greedy — Tiles as below plus any other additional from the same suit.

1112345678999

Explanation

Honors — Winds and dragons

Terminals/Ends — Ones and nines in all suits.

Round Wind

Each game consists of four rounds. Each round has a prevalent wind or round wind. Start with the East round. When each player has had a turn as dealer, you move to South. Then West, and then North.

Seat Wind

Every player has a prevalent wind or seat wind per round. The dealer is always East. It is then assigned South, West, North going counter-clockwise to the dealer (OPPOSITE to the cardinal points).

Dealer

One player is dealer each round. They get to roll the dice! And will receive additional points if the win but pay more if someone draws their own winner. Once the round is over, the dealership moves to the player to their right.

Winning

If you draw your own tile, all players pay you (the dealer will pay double the non-dealer payment if you're a non-dealer winner). If you win off another player's discard, only that player pays. Watch what your opponents are doing!

Scoring

Work out how much you can score in your hand. These can stack! So for example you could have, End-less, Reach, and Colorful Runs (234 555 234 666 234 77) for 1+1+2 = 4.

Non-Dealer

Doubler	1	2	3	4-5	6-7	8-10	11-12	Limit /13+	Double Limit
Win off discard	100	200	400	800	1200	1600	2400	3200	6400
Draw winner (Non-dealer/Dealer Payments)	25 50	50 100	100 200	200 400	300 600	400 800	600 1200	800 1600	1600 3200

Dealer

Doubler	1	2	3	4-5	6-7	8-10	11-12	Limit /13+	Double Limit
Win off discard	150	300	600	1200	1800	2400	3600	4800	9600
Draw winner (All pay)	50	100	200	400	600	800	1200	1600	3200

No money has been donated to charity in creating this, please feel free to donate to a charity of your choice!



Created by Mama Jong for RiichiReporter.com