

Dealer	30 fu	40 fu	50 fu
1 han	2000 / 1000V	2000 / 1000V	3000 / 2000V
2 han	3000 / 2000V	4000 / 2000V	5000 / 3000V
3 han	6000 / 3000V	8000 / 4000V	10000 / 5000V
Mangan	12000 / 3000V		
Haneman	18000 / 9000V		
Baiman	24000 / 12000V	Starting Score: 30000 Target Score: 40000	
Sanbaiman	36000 / 18000V		
Yakuman	48000 / 24000V		

Non-Dealer	30 fu	40 fu	50 fu
1 han	1000 / 1000V	2000 / 1000V	2000 / 1000V
2 han	2000 / 1000V	3000 / 1K+2K	4000 / 1K+3K
3 han	4000 / 1K+3K	6000 / 2K+4K	7000 / 2K+5K
Mangan	8000 / 3K+5K		
Haneman	12000 / 4K+8K		
Baiman	16000 / 6K+10K	Honba: 1000 per player No noten penalties	
Sanbaiman	24000 / 8K+16K		
Yakuman	32000 / 12K+20K		

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SHOUHAI MIGHTY QUICK REFERENCE

Tiles: 19m, All Souzu/Pinzu, All Honors
1x Op+0s, 4 Flowers, 2x 5m optional

Wall: 19x2 tiles per player, grab 3x2
from each end to form starting hands

No dead wall, keep 4x2 kandora

Special Rules

Chii disallowed, declare all Flowers

No abortive draws besides quad kans

Furiten riichi must be declared as
open riichi and is worth 1 han

Cannot decline a win while in closed
riichi (can be declined in open riichi)

Chombo for missed ron call after riichi
and mistaken ron/tsumo calls (-5000V)

Yaku

North Yakuhai – (1 han)

Open Riichi – (2 han)

Chiitoi – Quad tiles allowed (2 han)

Sanpukou – 3 wind triplets (2 han)

Sanrenkou – 3 consc. triplets (2 han)

Honitsu Chiitoi – (Closed, Haneman)

Renhou – (Baiman)

Suurenkou – 4 consc. trips (Yakuman)

Manzu Honitsu – (Yakuman)

Chinitsu Chiitoi – (Yakuman)

Mu – Win after 4 calls (Yakuman+Pao)

Bonuses

Yonchoro – Quad copies of tile (1 han)

Otafuku – 5 or more unique tile waits
(Non-furiten, 1 han per wait above 4)

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