

Name	Japanese	Meaning	Description
A ruuru	Aルール	Ruleset A	JPML competition ruleset, which does not include rules like Dabuuru Riichi, Ura Dora, Kan Dora and Ura Kan Dora
Agari	和がり / あがり	Win	The winning of an hand
Agari no katachi	和がりの形 / あがりの形	Winning form	The form of a winning hand in mahjong. (e.g. 4 sets and a pair)
Agaru	和がる / あがる	Go out	To win a hand (verb)
Aidayonken	間四軒	Gap of four	An interval of four between two discarded number tiles. Usually indicates dangerous waits.
Akapai	赤牌	Red Tile	Red tiles that count as Doras. An optional rule. Usually the red tiles are 5's.
Anjun	暗順	Concealed Shuntsu	A concealed Shuntsu (sequence).
Ankan	暗槓	Concealed Kan	A concealed, claimed Kantsu (four of a kind).
Anko	暗刻	Concealed three of a kind	A concealed Koutsu (three of a kind).
Anpai	安牌	Safe tile	A tile that can be safely discarded with no risk of benefiting other players.
Anzenpai	安全牌	Safe tile	A tile that can be safely discarded with no risk of benefiting other players.
Aotenjou	青天井	Skyrocketing	Playing with no score limits. Meaning that hand scores are not capped to Mangan, Haneman, etc.
Atama	頭 / あたま	Head	The Jantou (pair) of the hand.
Atamahane	頭跳ね	Head hit	A rule that doesn't allow multiple Rons. Only the player nearer in turn to the discarder wins.
Atari hai	あたり牌	Hit tile	The discarded tile that is claimed for Ron win.
Atozuke	先付け	Appetizer	A rule that allows a hand without a Yaku to Ron only if the winning tile would create a Yaku.
Awaseuchi	合わせ打ち	Joint discard	Discarding the same tile as someone else to avoid dealing into someone hand.
B rules	Bルール	B ruleset	JPML competition ruleset, which include rules like Dabuuru Riichi, Ura Dora, Kan Dora and Ura Kan Dora.
Ba	場	Round	Round of play
Baiman	倍満	Double Mangan	Limit hand worth 24000/16000 (dealer/nondealer).
Bakaze	場風	Prevailing wind	The prevailing wind of the round. The wind that counts as everyone's bonus tile. Denoted by dealer indicator. Usually east and south.
Barai	払い	Payment	A payment.
Bazoro	場ゾロ	Bazoro	The two base Han given by default used when calculating score. In score tables they are usually omitted.

Name	Japanese	Meaning	Description
Betaori	ベタ降り	Folding	Focusing only on avoiding to dealing in opponents hand, without trying to win.
Chankan/Kakan	加槓	Kan aggiunto	A Kantsu that was upgraded from a Minkou.
Chii	チー	Chow	The call used to make a Minjun from an opponent discard.
Chiicha Maaku	起家マーク	Dealer indicator	A plate indicating the current prevailing wind and the first dealer.
Chombo	冲合	Penalty	A penalty that results in a payment to the other players and restarts the current round.
Chunchan	中張	Inside tiles	The numbered tiles from 2 through 8.
Daburon	ダブルロン	Double Ron	A rule that allows two players to declare Ron simultaneously on the same discard.
Daiminkan	大明槓	Open Kan	An open Kantsu made by calling a discard.
Damaten	黙聴	Silent Tenpai	Being in Tenpai without calling Riichi.
Dora Hyouji	ドラ表示	Dora Indicator	The tile that is the dora indicator.
East	東	East	East.
Fanpai	翻牌	Bonus tiles	Set of Wind tiles that are your Jikaze or Bakaze, or set of Dragons.
Fu	符	Base points	The base points of the hand.
Furiten	振聴	Furiten	A rule that prevents winning by Ron if you are waiting on a tile that you have already discarded.
Fuuro	副露	Meld	Exposed Mentsu.
Fuutei	副底	Default base points	The 20 base points given by defaults to the winning hand.
Genbutsu	現物	Goods	A tile that is 100% safe to discard.
Gyakuten	逆転	Upset	A win from behind.
Hai	牌	Tile	Tile(s) used in mahjong.
Haipai	配牌	Tile distribution	The initial hand at the beginning of the round.
Haitei	海底	Ocean Bottom	The last drawable tile from the wall.
Han	翻 / 飜	Han	Multiplier used to calculate the score. The value of a yaku is measured in Han. Also the dora value is one Han.
Hanchan	半荘	Half Game	A game consisting of one east and one south round.
Haneman	跳満	Haneman	Limit hand worth 18000/12000 (dealer/nondealer).
Harabote	腹ボテ	Pregnant	A Shanpon or Tanki wait embedded inside a Shuntsu (ex. 3445 waiting on 4).
Honba	本場	Continuance count	The number of consecutive Ren Chans.
Houjuu	放銃	Shoot	Dealing into an hand.

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Houra	和了	To Win	To win a hand.
Houteihai	河底牌	River bed	The tile discarder but the player who drew the Haitei.
li han shibari	1 翻しぱり	One yaku rule	To win, a player needs at least one Yaku in his hand.
lichan	一莊	Full match	A full match of mahjong that includes East, South, West and North rounds.
lishanten	一向聽	One from tenpai	Being one tile away from Tenpai. See Shanten.
liton	一幢	Ilton	Pair of top and bottom tile in the wall.
Jantou	雀頭	Head	The pair.
Jibun	自分	Oneself	Yourself in the game.
Jigoku Machi	地獄待ち	Hell wait	Waiting for only one tile. That is all but one of the winning tiles are visible or claimed.
Jihai	字牌	Honor tiles	Honor tiles (sangenpai and kazehei).
Jikaze	自風	Self wind	Seat wind.
Jun	巡	Turn	The turn number within a round.
Juntehai	純手牌	Chaste hand	The section of your hand that is concealed.
Kabe	壁	Barrier	A tile-counting technique that measures the possibility of someone making Shuntsu based on how many instances of a tile are visible.
Kafuten	加符点	Adding points	being added Fu points, except fundamental 20 or 10 Fu points
Kaimen	開門	Open the gate	Breaking the wall after the dice is rolled.
Kamicha	上家	Upper player	The player on your left.
Kan	槓	Kan	Kan.
Kanchan	嵌張	Inside Wait	A wait that completes the inside of a Shuntsu for example 35 waiting on 4.
Kariton	仮東	Temporary East	Temporary East
Kawa	河	River	The discards area.
Kazehai	風牌	Wind tiles	The wind tiles: East, South, West and North.
Kazue Yakuman	数え役満	Counted Yakuman	A hand with 13 or more Han that is treated like a Yakuman.
Kiru	切る	Cut	To discard a tile.
Ko	子	Child	The non dealer player/s.
Kyoku	局	Round Hand	The round hand.
Kyuushu Kyuuhai	九種九牌	Null round	A player who has 9 terminal tiles with the first draw is allowed to choose to re-shuffle or either continue playing.
Mangan	満貫	Mangan	Limit hand worth 12000/8000 (dealer/non-dealer).
Menzen	門前	Concealed hand	A fully concealed hand.

Name	Japanese	Meaning	Description
Minjun	明順	Open Shuntsu	A Shuntsu made by calling Chii
Minkou	明刻	Open Koutsu	A Koutsu exposed, made by calling Pon.
Nan	南	South	South.
Nobetan	延べ単	Double closed wait	A double Tanki wait, for example 4567 waiting on 4 or 7.
Oka	オカ	Bonus 1st place	Bonus points given to the player who finished at first place.
Oorasu	オーラス	All last	The last round of a game.
Oriru	おりる	Fold	Folding the hand, that is not trying to win and try to discard only safe tiles.
Ota Kaze	オタ風	Other wind	A wind that is not the round wind nor the player wind.
Oya	親	Parent	The dealer.
Oya nagare	親流れ	Dealer flow	When in a round nobody wins, if the dealer is not in tenpai the dealership goes to the next player.
Oyaman	親満	Dealer Mangan	A Mangan done by the dealer.
Pei	北	North	North.
Penchan	辺張	Edge Wait	A wait consisting of 12 waiting on 3, or 89 waiting on 7.
Ron	栄	Ron	Winning on someone discard.
Ron	ロン	Ron	Winning on someone discard.
Ryan han shibari	2翻しぱり	Two yaku rule	Optional rule that states: after 5 renchans, a 2 han minimum hand is needed for the dealer to win.
Ryanmen	両面	Double-sided	Two-sided wait, for example 34 waiting on 2 or 5.
Ryanshanten	二向聴	Two from tenpai	Being two tiles away from Tenpai.
Ryuukyoku	流局	Draw	A drawn game.
Sanbaiman	三倍満	Three times Mangan	Limit hand worth 36000/24000 (dealer/nondealer).
Sashikomi	差し込み	Plug	Intentionally dealing into a cheap hand to keep the lead.

Name	Japanese	Meaning	Description
Shaa	西	West	West.
Shanpon	双ポン	Double wait	A wait consisting of two pairs, one of which must be upgraded to a Koutsu (three of a kind).
Shanten	向聴	Tenpai distance	Number of draws needed to reach Tenpai. Example: ryanshanten, two tiles till Tenpai.
Shimocha	下家	Down Player	The player on your right.
Shuuryou	終了	End	Game end.
Tanki	単騎	Lone Horseman	A wait on a single tile to complete the pair.
Ten	点	Point	Indicates the points of score.
Tenbou	点棒	Point sticks	Point sticks, like chips in poker.
Tenpai	聴牌	Ready	A hand that it needs only one tile to be completed.
Toimen	対面	Opposing Face	The player sitting across from you.
Toitsu	対子	Couple	A pair of identical tiles.
Tonpuusen	東風戦	East wind match	A game consisting of only East round.
Tsumo	自摸	Tsumo	The tile just drawn from the wall to your hand.
Tsumo kiri	ツモ切り	Tsumo discard	Discarding the tsumo (the tile that was just drawn).
Uma	ウマ	Horse	A further bonus given to top players at the end of the round payed by the losing players. Distributions of (+10, +5, -5, -10) and (+20, +10, -10, -20) are common.
Ura Dora	裏ドラ	Bottom Dora	Additional dora indicated by the tile under dora indicators. Can be earned by winning with Riichi.
Uwazumo	上づも	Upper draw	Drawing the tile from the top tier of the wall.
Wanpai	王牌	King tiles	The "dead" section of the yama (wall) that can't be used except for Dora indicators and Kan draws.
Yakuman	役満	Yakuman	A special rare hand. It is worth 4 times a Mangan: 48000/32000 (dealer/nondealer).
Yama	山	Mountain	The wall where the tiles are drawn from.