

Expert Rules

Instructionish

More ways to WIN! More ways to a high score!
For the Mahjong connoisseur!



BananaMoonStudio, Sapporo

日本語の説明は反対面にあります。

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Outline

Incorporating beginner rules,
a Mahjong like hand can score.

Start with 8 KOBANs

Each player is given 8 KOBANs to start.



Increasing DORAYAKI by KAN

KAN with 4 matching cards increases DORAYAKI chips.

Multiple ways to score WIN!

As well as the basic winning configuration Ba-ittsu and San-toitsu can score WIN!

Scoring bonus points by Menzen and each Yaku (combination)

WIN! without claiming PON! etc. (Menzen) during the game by way of BABA Yakuman, Chin-itsu or Hon-itsu yaku scores a bonus KOBAN(s).

Additional rules

Preparation and Game play

- Each player is given 8 **KOBANs** to start.
- In the course of play **KAN** rules apply. In the event of **WIN!** additional bonus points apply.
- All other **Beginner rules** apply.

KAN : 4 matching cards (Min-KAN, An-KAN, Ka-KAN)

- Collect a set of 4 matching cards –(an) OBABA card(s) may be used– and **KAN** *1 can be claimed.
- KAN** can be claimed by picking up a discard (Min-KAN*2), or by drawing a card from the pile (An-KAN*3, Ka-KAN*4).
- KAN** configuration is placed in front of the player. An-KAN configuration is placed face down–up–up–down.
- 1 **DORAYAKI** chip is placed faced up (an additional DORAYAKI chip).
- 1 card is drawn from the pile (KAN-zumo*5) and the unneeded card is discarded. **WIN!** can be scored from a KAN-zumo.
- ⚠ An-KAN is treated as Menzen. Min-KAN and Ka-KAN are treated as Fuuro*6.
- ⚠ Once **KAN** is called, cards cannot be rearranged to claim the **WIN!** with ‘BABA Yakuman’.



Min-KAN / Ka-KAN



An-KAN

Glossary [*1: **KAN**] 4 of a kind (including 4 of a kind using OBABA cards). [*2: **Min-KAN**] KAN (4 of a kind) by picking up a discard. [*3: **An-KAN**] KAN (4 of a kind) by dealt or draw. [*4: **Ka-KAN**] Drawing a card of the same suit as an existing PON! and adding to make KAN. [*5: **KAN-zumo**] Upon making Kan, an extra card is drawn from the pile to make up for the shortfall in the players hand. [*6: **Fuuro**] Open cards on the table from a PON! or An-KAN claim. [*7: **Kohtsu**] 3 of a kind (including 3 of a kind using OBABA cards).

Expert Rules SCORING POINTS QUICK GUIDE

WIN! from claiming a **discard**: Receive KOBAN(s) from **the player who discarded**
WIN! from a **draw** from the pile: Receive KOBAN(s) from **each player**

Scoring fundamentals KOBAN ↓

Basic WIN! config. 2 sets of 3 matching cards ①

Ba-ittsu
【NO OBABA】 *Chin-itsu doesn't apply
1 x 6 different ‘場’ cards ①

San-toitsu
【NO OBABA】
3 pairs ①

Bonus points (added to above) KOBAN ↓

DORAYAKI Matching with DORAYAKI Chip(s) **For each card** ①

Menzen Without Fuuro (open cards on the table) ①

Points by Yaku combinations (added to above) KOBAN ↓

BABA Yakuman
4 matching cards and 2 OBABA cards forming 2 Kohtsu ⑤

Chin-itsu (馬 or 場 or 々)
【NO OBABA】
All cards with matching Kanji ②

Hon-itsu (馬 or 場 or 々)
【WITH OBABA】
All cards with matching Kanji ①

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