

Mahjong



Which tile?

定石「何切る」

301

選

著 G・ウザク 編 福地 誠

Question

[東1局 東家 6巡目]



勝負手でのミスよさらば!

実戦によく出る

形のみを厳選

成績アップに直結!

第2弾!
ベストセラーの
何切る?
答えは裏に



Mahjong



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第2弾!
ベストセラーの
何切る?
答えは裏に



■ G・ウザク

麻雀ブロガー。ブログの二本柱は「何切る」と戦術本レビュー。前者の発売から新たに約500問を作成し、学びやすいように体系的にまとめたものが本書。誤植チェックの鬼で過去何冊もの麻雀書籍の校正もしている。麻雀はネットよりリアル中心の実戦派。

[ログ](#)

「麻雀本を斬る! 麻雀ゲームを斬る!!」

<http://bookmj.blog.fc2.com/>

■ 福地 誠

毎年数冊の麻雀本を刊行し、それらが全てベストセラーに。いま日本で最も売れている麻雀ライター兼編集者。麻雀はリアルもネットも打つ難食派。世界中に自著の翻訳本を売りまくろうという野望を持つ。1965年東京都生まれ。東京大学教育学部卒。

[ログ](#)

<http://fukuchi.cocolog-nifty.com/>



TL NOTES

V0.5

HELLO, TRANSLATOR HERE.

I DECIDED TO TRANSLATE THIS WWYD BOOK, SEEING AS /MJG/ ALWAYS LIKES TO ANSWER AND IT'S ONE OF THE THINGS I REALLY ENJOY ABOUT THE THREADS. MY ENGLISH IS BAD, AND SO IS MY JAPANESE, SO DON'T EXPECT SOMETHING PERFECT. STILL, I THINK IT'S GOOD ENOUGH TO ENJOY.

IF YOU FIND THINGS THAT BOTHER YOU, JUST LEAVE A MESSAGE IN THE THREADS / IN THE REPO / ON GITHUB.COM/WATTERLE/301-WWYD-TRANSLATION / ON IRC, I'LL FIX IT AS SOON AS POSSIBLE.

THERE ARE STILL SOME PAGES WITH TENTATIVE TRANSLATIONS, BUT IT'S ONLY BECAUSE OF WIERD NIP SAYINGS IN THE QUESTIONS PAGES, SO IT'S NOT REALLY IMPORTANT. I'LL TRY TO FIX IT AS SOON AS POSSIBLE.

MANY THANKS TO A CERTAIN HAT WHO HELPED ME WITH THE HARDEST LINES.

I HOPE YOU'LL ENJOY IT, AND THAT I WON'T ALWAYS BE THE ONLY ONE TO POST WWYD IN THREAD.

V1.0

FIXED MOST THINGS. I'LL COLLECT THE PROBLEMS (PLEASE REPORT) AND FIX THEM TOGETHER.

V2.0

BOOKANON CAME TO THE RESCUE WITH AUTISM AND ACTUALLY GOOD JAPANESE KNOWLEDGE. FIXED LIKE A HUNDRED TYPOS, MISTRANSLATIONS AND ESL SAYINGS. 100 ERRORS IN 301 QUESTIONS ISN'T TOO BAD, AHAH.....

麻雀

定石「何切る」 301 選

著 G・ウザク 編 福地 誠

三才ブックス

WHAT SHOULD BE GIVEN PRIORITY?

THIS BOOK IS MADE IN THE SAME CONFIGURATION AS THE PREVIOUS WORK ("MAHJONG MASTERPIECE "WWYD" 300 QUESTIONS.) THE SECOND BOOK WAS MADE IN THE SAME CONFIGURATION BECAUSE THE PREVIOUS WORK WAS WELL RECEIVED AND WAS SUCCESSFUL IN NUMBERS.
THANK YOU VERY MUCH.

REGARDING THE PREVIOUS WORK, THERE WERE MANY COMPLAINTS THAT IT WAS TOO DIFFICULT. ORIGINALLY, THE TARGET WAS AN ADVANCED PLAYER, AND IT WAS MADE WITH "THE MOST DIFFICULT WWYD BOOK AS A CONCEPT, SO IT WAS AS INTENDED. HOWEVER, THERE WAS A FEELING THAT I RAISED THE DIFFICULTY TOO MUCH (LAUGHS).

SO THIS TIME I LOWERED THE DIFFICULTY OF THE PROBLEMS FOR THE BEGINNERS AND INTERMEDIATE PLAYERS. THE PLANNING STARTED WITH THE CONCEPT OF "THE BOOK WITH THE MOST IMMEDIATE EFFECT". BUT WHAT KIND OF BOOK IS "A BOOK WITH IMMEDIATE EFFECT"?

THERE ARE A LOT OF TACTICAL BOOKS AROUND. I ALSO REVIEW TACTICAL BOOKS ON MY BLOG, SO I READ ALL THE TACTICAL BOOKS, BUT WHEN I READ BOOKS FOR BEGINNERS AND INTERMEDIATES, THERE IS ALWAYS SOMETHING TO WORRY ABOUT.

THERE ARE TWO MAIN REASONS FOR THIS.

FIRST OF ALL, WHILE SAYING "FOR BEGINNERS AND INTERMEDIATES", IT IS CLEARLY CONTENT THAT IS DIFFICULT FOR BEGINNERS.

"PLAY WITHOUT HONOR TILES" "MEMORIZE YOUR TILES IN A FLASH." "PLAY WITHOUT LOOKING AT YOUR TILES."

I HAVE NO INTENTION OF DENYING THESE TECHNIQUES. IF YOU CAN LEARN THEM, THEY WILL BE A POWERFUL WEAPON.

BUT THOSE TECHNIQUES... DO YOU NEED THEM NOW? WHY DON'T YOU LEARN MORE? WOULDN'T IT BE RATHER A NEGATIVE FACTOR FOR BEGINNERS?

THE SECOND POINT IS THE FOLLOWING.
A TACTICAL BOOK WITH MULTIPLE ANSWERS TO A SINGLE PROBLEM IS POPULAR. IT MIGHT BE GOOD TO BE ABLE TO LEARN THE THOUGHT OF VARIOUS STRONG PEOPLE AT THE SAME TIME.
MANY ISSUES ARE DIVIDED, AND THERE ARE A FEW ISSUES THAT ARE UNANIMOUS, AND I THINK THAT THERE IS ALSO THE ASPECT THAT IT IS INTERESTING FOR THE READER. BUT PLEASE WAIT. WHEN OPINIONS ARE DIVIDED AMONG THE STRONG, THERE IS NO ANSWER, RIGHT?

THERE IS NO MORE COMPLICATED GAME THAN MAHJONG. FAR FROM BEING A SURE-WIN METHOD, THERE ARE A LOT OF PROBLEMS THAT HAVE NOT BEEN DECIDED. STILL, MANY PROBLEMS HAVE BEEN SOLVED IN THE LAST TEN YEARS. STATISTICS, SIMULATIONS, AND AI WILL SOLVE MANY PROBLEMS IN THE FUTURE. HOWEVER, THE CURRENT SITUATION IS THAT MOST OF THE PROBLEMS HAVE NOT YET BEEN ANSWERED.
"PREPARE ANSWERS TO ANY QUESTION", OF COURSE, THAT'S ALSO IMPORTANT. BUT IF YOU'RE THINKING ABOUT LEARNING EFFICIENCY, SHOULDN'T YOU GIVE PRIORITY TO WHAT YOU'VE ALREADY ANSWERED? THAT'S WHERE THIS BOOK COMES IN. WE COLLECTED ONLY THE QUESTIONS THAT ARE CURRENTLY BEING ANSWERED AND EXPLAINED MAINLY WHAT SHOULD BE REMEMBERED IN PREFERENCE.

ALL 301 QUESTIONS ARE SCRUTINIZED BY MAHJONG RESEARCHERS WHO ARE ACTIVE AT THE FOREFRONT. NEMATA-SAN OF MODERN MAHJONG TECHNOLOGY THEORY, TAKEO-SHAN TENHOUJI, AND MR. MAKOTO FUJICHI AND I (G. UZAKU). ONLY ANSWERS THAT HAVE BEEN ADJUSTED TO MATCH THE OPINIONS OF THE FOUR PEOPLE HAVE BEEN POSTED. AFFIRMING THAT MEANS THAT IT IS ONLY A PROBLEM THAT CAN IMPROVE THE MAHJONG LEVEL WITHOUT WASTE.

FINALLY, THERE IS ONE APOLOGY. THE TARGET AUDIENCE SETTING OF THIS BOOK MUST BE INTERMEDIATE OR HIGHER. I STARTED WRITING FOR BEGINNERS AND INTERMEDIATES, BUT WHEN I RECORDED HUNDREDS OF QUESTIONS FROM A HIGH DEGREE OF DIFFICULTY, IT BECAME QUITE A DIFFICULT PROBLEM COLLECTION (SWEAT).

HOWEVER, IT IS GOOD BECAUSE THE MAHJONG LEVEL NATURALLY IMPROVES IF THE PAGE IS ADVANCED. EVEN BEGINNERS SHOULD BE LEVELING UP TO INTERMEDIATES BY THE TIME THEY FINISH READING.

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「何切る」 301問

Question & Answer

はじめに
この本の使い方
002

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AOI

SHE'S AN ENERGETIC COLLEGE STUDENT LIVING IN NAGOYA. SHE'S AN ONLINE PLAYER WHO STILL HAS TO MASTER IRL GAMES. SHE'S LOOKING FOR A FUN MAHJONG PARTNER AND TEACHER THAT CAN HELP HER WITH SCORING HANDS.



AKANE

SHE'S A MAHJONG TEACHER AT SCHOOL, AND SHE HELPS OUT IN A PARLOR ON SUNDAYS. HER SPECIAL SKILL IS COOKING, AND HER FAVOURITE FOOD IS RAMEN. SHE WISHES FOR A NICE MARRIAGE, BUT HER PARTNER MUST BE A -STRONG MAHJONG PLAYER-?!

キャラクター紹介

001
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030

Q 001

東1局 西家 8巡目

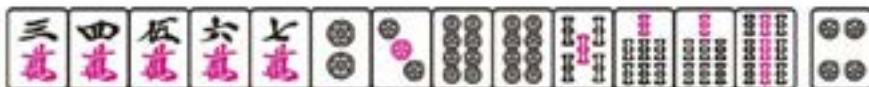


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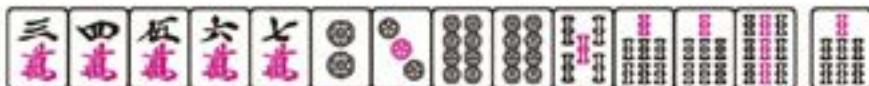
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Q 003

東1局 西家 8巡目



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240

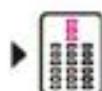
241

270

THIS IS THE LARGEST WWYD
BOOK, WITH 301 QUESTIONS.
DON'T TRY TO READ IT ALL AT
ONCE, GO AT YOUR OWN PACE



[東1局 西家 8巡目]



1 シャンテン [19x19 19x19 19x19]

A 001

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151
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181
/ 210

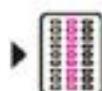
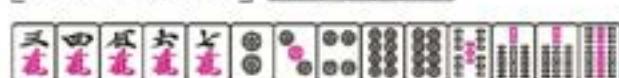
211
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241
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271
/ 301

THE TILE ACCEPTANCE DOESN'T CHANGE NO MATTER WHICH SOUZU IS CUT.
FIX THE RYANKAN TO INCREASE THE CHANCES OF PINFU.

[東1局 西家 8巡目]

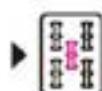
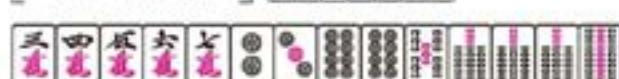


1 シャンテン [19x19 19x19 19x19]

A 002

CONFIRM TANYAO TO INCREASE THE VALUE. YOU CAN ALSO CALL AND
OPEN THE HAND IF THE SITUATION REQUIRES IT.

[東1局 西家 8巡目]



1 シャンテン [19x19 19x19]

A 003

THE TILE ACCEPTANCE BETWEEN 5S AND 9S IS THE SAME.
KEEPING 5S LETS YOU ACCEPT AKA 5S, BUT YOU ALREADY HAVE A 3-WAY
WAIT ON MANZU AND A 2-WAY WAIT ON PINZU WITH DORA.
FIX 777S AS A GROUP AND CUT FROM THE INSIDE TO KEEP THE SAFER 9S
FOR LATER.

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030

Q 004

東1局 東家 6巡目

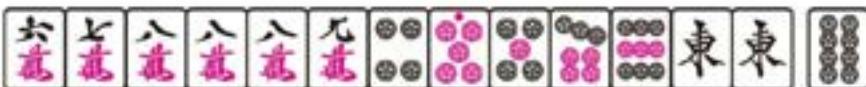


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Q 005

東1局 東家 6巡目



Q 006

東1局 西家 6巡目



211
260

I DO HAVE A COUPLE OF
STRATEGY BOOKS.
I'M JUST HAPPY TO BUY THEM,
I HAVEN'T READ THEM (LOL).



東1局 東家 6巡目



A 004

001
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030



1 シャンテン [× 18 × 17 × 15 × 13 × 12]

BY FIXING THE RYANMEN YOU GET A SHAPE WHERE IT'S EASY TO GET PINFLI. THE SHAPE ON MANZU ACCEPTS 3 TILES, 5-8M, 7M.

車1局 東家 6巡目



A 005



1 シャンテン [× 18 × 17 × 15 × 13 × 12]

THE 2 HAN FROM DOUBLE TON ARE A LOT. THIS WAY YOU'LL ALWAYS GET TENPAI WAITING ON TON, AND YOU'RE ONLY LOSING ACCEPTANCE OF 1 TILE.

[東1局 西東 6番目]



A 006



[シャンテン] x 24 x 19 x 18 x 17 x 14]

CHOICE IS BETWEEN 2P AND 8P. CUTTING 8P CAN GIVE YOU IIPEIKOU AND INCREASE THE VALUE OF THE HAND, BUT CUTTING 2P GIVES YOU 5 MORE TILES TO WAIT ON. CHANCE OF IIPEIKOU IS SIMPLY NOT WORTH THAT MUCH.

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Q 007

[東1局 東家 7巡目]



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Q 008

[東1局 東家 7巡目]



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Q 009

[東1局 西家 6巡目]



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LET'S FORGET THE USUAL RULES.
IT DOESN'T MATTER WHICH PAGE
ARE YOU ON, TAKE IT EASY!



[東1局 東家 7巡目]



1 シャンテン [1 × 26 2 × 22 3 × 22 4 × 20 5 × 18 6 × 16]

TAKE OUT THE COMPLETED SHAPE 567P. YOU CAN SEE THE SANMENCHAN WITH A 7P ATTACHED. FIXING THE HEAD IN SOUZU IS GREAT BOTH FOR VALUE AND ACCEPTANCE. SEE:



A 007

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/ 301

[東1局 東家 7巡目]

A 008



1 シャンテン [2 × 26 1 × 23 3 × 22 4 × 20 5 × 16 6 × 11]

THE ACCEPTANCE VARIES GREATLY DEPENDING ON THE PRESENCE OF 2 HEADS. 3S IS OUT BECAUSE THE LOSS IN TILE ACCEPTANCE IS TOO BIG. IT BECOMES A CHOICE BETWEEN 5P AND 4S, FIXING THE HEAD ON SOUZU OR PINZU. 5P ACCEPTANCE IS BETTER AND YOU'LL PROBABLY GET TANYAO ANYWAY. IF YOU NEED POINTS, IT'S OKAY TO CUT 2P AND CONFIRM TANYAO.

[東1局 西家 6巡目]

A 009



2 シャンテン [3 × 43 1 × 43 2 × 39 4 × 38 5 × 36 6 × 36]

DORA 3 2-SHANTEN HAND. KEEP 3 HEADS SO YOU CAN MOVE TO 2 AT 1-SHANTEN. YOU CAN ALSO MOVE TOWARDS TANYAO. CLUTTING 8P ISN'T TOO BAD (AND PROBABLY EASIER TO SPOT), BUT IT'S BETTER NOT TO TOUCH THE COMPLEX SHAPE IN PINZU UNTIL LATER.

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Q 010

東1局 東家 4巡目



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Q 011

東1局 東家 4巡目



Q 012

東1局 東家 7巡目



211
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YOU DON'T HAVE TO TRY TO
UNDERSTAND EVERYTHING
AT ONCE. THE QUESTIONS
ARE NUMBERED, BUT THE
ORDER IS FREE!



[東1局 東家 4巡目]



1シャンテン [8x23 6x19 5x19 4x15]

A 010

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WHILE YOU CAN SEE THE 567 SANSHOKU, YOU CAN IGNORE IT BECAUSE OF YOUR GOOD SHAPE AND VALUE (THANKS TO AKA AND BEING DEALER). EVEN IF YOU WERE TO DRAW 7S, YOUR FINAL SHAPE TO TSUMO WOULD BE THE 6P KANCHAN.
CUT 7P.

[東1局 東家 4巡目]



1シャンテン [8x26 6x23 5x23 4x19 3x18]

A 011

WHILE THIS CAN BE HARD AT A FIRST LOOK, TRY TO ISOLATE 567P.



IT THE SAME SHAPE AS PREVIOUS QUESTION, JUST REPLACING MANZU WITH PINZU. IT IS EASILY SOLVED IF YOU TAKE OUT THE COMPLETED SHAPES

[東1局 東家 7巡目]



1シャンテン [4x22 3x20 2x16 1x16]

A 012

DON'T CUT THE 1P TO AIM FOR TANYAO. BECAUSE YOU HAVE 3 HEADS, YOU SHOULD CUT ONE OF THEM. THIS WAY YOU CAN INCREASE YOUR TILE ACCEPTANCE. IT IS EASY TO VISUALIZE THE 3 HEADS IF YOU THINK AS FOLLOWING:



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Q 013

[東1局 東家 7巡目]



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Q 014

[東1局 東家 7巡目]



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Q 015

[東1局 東家 7巡目]



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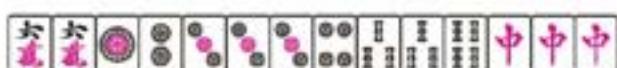
241
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IT'S OK IF YOU
DON'T GET THE
BOOK'S EXPLANATIONS.
DON'T LEARN WITH YOUR
MIND, BUT WITH YOUR
BODY!



[東1局 東家 7巡目]



1 シャンテン [× 19 × 18 × 13 × 13 × 12]

BECAUSE YOU HAVE 3 HEADS, IT'S FINE TO FIX THE RYANMEN. BETWEEN 3P AND 3S PAIRS, ONE 3P IS ALREADY USED IN THE 123P SHAPE. FIX THAT RYANMEN TO GET 1 MORE TILE TO WAIT ON. EVEN IF IT'S JUST 1 TILE TO DRAW, CONSIDER CALLS: PON IS 4 TIMES FASTER THAN TSUMO, SO YOU CAN'T UNDERESTIMATE IT.

「東1局 東家 7巡目」



1 シャンテン [$\frac{1}{1} \times 22$ $\frac{8}{8} \times 19$ $\frac{8}{8} \times 17$ $\frac{1}{1} \times 16$ $\frac{8}{8} \times 13$]

PINZU ARE WAITING ON 4 TILES (1-4P, 3-6P), SO LEAVE IT AS IT IS. 25 LOOKS EASY TO PON, BUT THE DIFFERENCE IN ACCEPTANCE IS TOO HUGE.

[東1局 東家 7巡目]



1 シャンテン [× 22 × 19 × 17 × 16 × 13]

IT IS DIFFICULT TO GO FOR THE BEST TILE ACCEPTANCE BECAUSE YOU'D LOSE TANYAO. BY CUTTING 2P HERE YOU LOSE 3 TILES, BUT UNLESS YOU TSUMO THE 1S, YOU HAVE TANYAO. IF YOU CONSIDER THE PON CALLS AND THEIR 4X SPEED, IT IS ACTUALLY FASTER THIS WAY.
SINCE YOU HAVE HIDDEN DORA 3 YOU SHOULDN'T CARE ABOUT THE OTHER PLAYERS AND ATTACK.

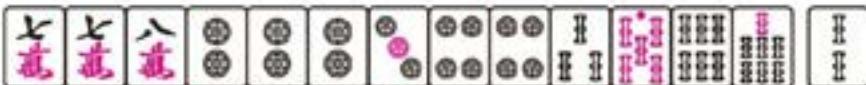
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Q 016

[東1局 東家 5巡目]

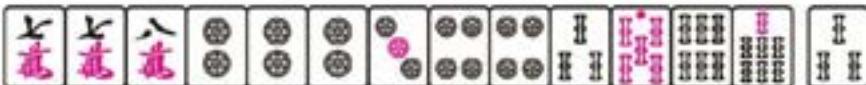


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[東1局 東家 5巡目]



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Q 018

[東1局 東家 5巡目]



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YOU'LL GET THE HANG AS
YOU SOLVE THE PROBLEMS.
THAT'S WHAT THIS BOOK IS
SUPPOSED TO BE ABOUT.



[東1局 東家 5巡目]



A 016

001
/ 030

1シャンテン [23×23 20×20 20×20 16×16 11×11]

IF YOU DROP 8M, YOU'LL HAVE A IIPEIKOU CHANCE, BUT YOU'LL NEED 3P TO WIN THE HAND. LOOK AT THE FUTURE, AND DROP 4P TO GET THE BEST TILE ACCEPTANCE. YOU'LL GET A SURE RYANMEN TENPAI WAIT.

[東1局 東家 5巡目]



A 017

061
/ 090

1シャンテン [20×20 17×17 15×15 14×14 14×14]

THE CORRECT ANSWER IS 7M, WHICH GIVES THE HIGHEST TILE ACCEPTANCE. YOU HAVE 50% CHANCE TO GET TANYAO, BUT HAVE THE POTENTIAL OF MENTANPIN IIPEIKOU AKA. 8M AND 4P REDUCE YOUR WIN RATE BY BEING SLOWER. DON'T FORGET THAT MODERN MAHJONG IS ABOUT MAKING GOOD-SHAPE CLOSED HAND AND CALL RIICHI. IN ALL LAST AGARI TOPPU, YOU CAN DISCARD 8M OR 4P AND CALL EVERYTHING, BUT THIS IS NOT THE RIGHT PLAY IN EARLY EAST 1.

[東1局 東家 5巡目]



A 018

121
/ 150

1シャンテン [37×37 34×34 30×30 30×30 11×11]

THE BULGING SHAPES ALWAYS PRODUCES RYANMEN, SO THE THEORY SAYS TO FIX THE HEAD. BETWEEN 2P AND 3P, THE CORRECT ANSWER IS 3P TO GET PINFLU.

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Q 019

東1局 東家 8巡目

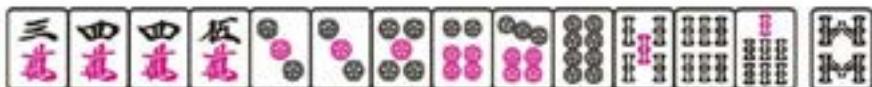


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Q 020

東1局 東家 7巡目



Q 021

東1局 東家 7巡目



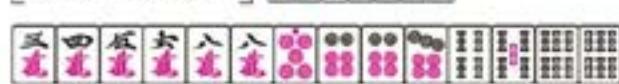
211
240

241

EVEN IF YOU DON'T UNDER-
STAND OR STUMBLE OVER SO-
METHING, YOU CAN GO AHEAD.
YOU'LL BE ABLE TO SOLVE IT
NEXT TIME.



[東1局 東家 8巡目]



A 019

001
/ 030

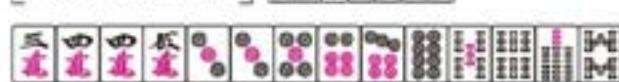


1シャンテン [3x46 4x42 5x38 6x38 8x12]

YOU SHOULD SEE 8M AS THE HEAD. YOU'RE LEFT WITH 3456M NOBETAN, 0667P BULGING AND 4566S ARYANMEN. THE FIRST 2 CAN ACCEPT 4 KINDS OF TILES, WHILE THE LATTER CAN ACCEPT ONLY 2. CUT THE ARYANMEN BY DROPPING 6S.

->WHEN IN DOUBT DISCARD ARYANMEN. IT'S USUALLY THE CORRECT ANSWER:-

[東1局 東家 7巡目]



A 020



1シャンテン [3x46 4x42 5x42 6x38 8x38 9x12]

YOU WANT TO KEEP THE MANZU SHAPE FOR TANYAO. THE QUESTION IS FROM WHERE TO CUT, THE PINZU OR THE SOZU. IT IS GENERALLY BETTER NOT TO MESS WITH THE HEAD, SO THE ANSWER IS 8P (YOU GAIN 4 TILES). ALSO THE FINAL SHAPE OF THE HAND IS BETTER: YOU CAN END UP WITH A FULL SANMENCHAN (11 TILES), WHILE YOU'D END UP WITH A WORSE ACCEPTANCE ON PINZU (2 3P ARE ALREADY USED AS HEAD). BOTH THE ACCEPTANCE NOW AND IN TENPAI ARE BETTER WITH THE 8P CUT.

[東1局 東家 7巡目]



A 021



1シャンテン [3x46 4x42 5x12 6x38 8x38 9x12]

IT IS EASY TO MISS, BUT YOU CAN SEE THE 345 SANSHOKU (IF YOU DON'T, READ FLOW BOOK 1 BY SAKURAI). KEEP THE BULGING SHAPE AND FORESEE THE DRAW OF 3P-4P.

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Q 022

東1局 西家 7巡目



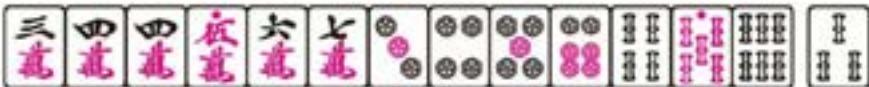
Q 023

東1局 西家 7巡目



Q 024

東1局 西家 7巡目



DON'T WORRY IF YOU
CAN'T DO IT!
→IF YOU HAVE A
CHANCE, YOU'LL BE
STRONGER!-
CONFIDENCE.....



[東1局 西家 7巡目]



1シャンテン [46x46 41x41 37x37 20x20]

WHEN IN DOUBT, CUT ARYANMEN. THE 4 TILES SHAPE IN SOUZU (NOBETAN) CAN MAKE A HEAD OUT OF 2 TYPES OF TILES (58S), WHILE MAKING RYANMEN ON 4 (4679S).

->556P- THIS IS A SHAPE THAT CAN BE EITHER A HEAD OR A SEQUENCE.

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[東1局 西家 7巡目]



1シャンテン [46x40 36x36 36x20]

IN THE EARLY TURNS YOU'D DROP 4M, TO UTILIZE ALL THE AKA DORA. AS IT ALREADY THE 7TH TURN, LOSING 20 TILES ACCEPTANCE IS TOO MUCH. THINKING OF THE FINAL FORM AND THE SPEED, THE BEST CHOICE IS 6S, BOTH FROM WINNING RATE AND EXPECTED VALUE.

A 023

[東1局 西家 7巡目]



1シャンテン [58x58 51x51 51x51 23x23]

THE BEST TILE TO GET A FAST TENPAI IS 3M, BUT IF YOU LOOK AT THE WIN-RATE IT BECOMES INFERIOR TO 36P AND 36S. YOU KEEP THE MANZU SHAPE AND LOOK TO CUT FROM EITHER THE PINZU OR SOUZU. IT IS SLIGHTLY BETTER TO KEEP THE PINZU AS THEY DON'T HAVE THE AKA SP. MOREOVER, YOU MUST NOT FORGET THAT THERE IS A POSSIBILITY OF 345 SANSHOKU. EVEN IF BY A SMALL AMOUNT, 6S GIVES THE BEST EXPECTED VALUE. BY THE WAY, EVEN WITHOUT SANSHOKU CUTTING 3M WOULDN'T BE THE BEST CHOICE.

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Q 025

[東1局 東家 7巡目]

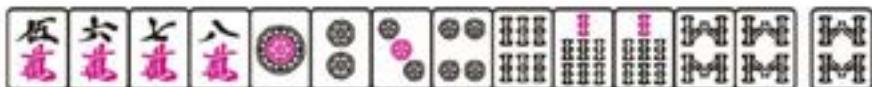


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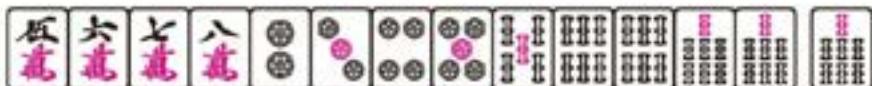
Q 026

東1局 東家 7巡目



Q 027

東1局 東家 7巡目



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THE MOST EFFECTIVE WAY TO LEARN IS TO -IMITATE-, BUT NOT TO MAKE A CHOICE ACCORDING TO THE SOLUTION.



東1局 東家 7巡目



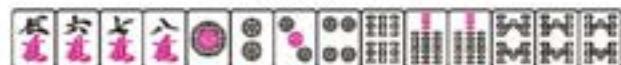
1シャンテン [×57 ×54 ×42 ×42 ×38 ×15]

IT IS EASY TO GET A PINFU TENPAI. YOU LOSE THE IIEIKOU, BUT ITS FINAL SHAPE WOULD NEED A BAD WAIT 7S. IN FIRST PLACE COMPLETING IT IS HARD BECAUSE ONLY 3 TILES ARE LEFT, AND EVEN IF YOU COULD DO IT, YOU'D LOSE PINFU.
DON'T AIM FOR IIEIKOU AT THE EDGES, UNLESS YOU REALLY NEED THE HAN.

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[東1局 東家 7巡目]



1 シャンテン [× 49 × 46 × 42 × 38 × 38 × 19]

THE 1234P SHAPE AT THE EDGE IS FUNCTIONALLY A SEQUENCE + A FLOATING TILE, IT IS DIFFICULT TO USE, IN PARTICULAR I DON'T WANT TO END WITH A PENCHAN 12P, IF I WERE TO DRAW A 2P.

A 026

東1局 東家 7番目



【シャンテン】 ×53 ×50 ×42 ×42 ×42 ×19

THIS IS A BEAUTIFUL SHAPE. DON'T TOUCH 566777S, AS IT CAN BECOME 2 SEQUENCES OR 1 SEQUENCE + 1 HEAD.
5BM AND 2SP ARE EQUIVALENT FROM BOTH TENPAI AND WIN RATES, BUT YOU CAN SEE THE 567 SANSHOKU (BY DRAWING EITHER 6P OR 7P), SO CUTTING 6M IS THE BETTER CHOICE.

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Q 028

東1局 西家 7巡目



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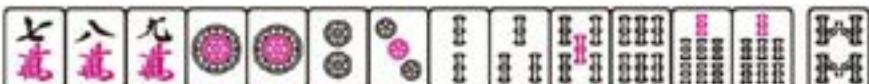
Q 029

東1局 西家 7巡目



Q 030

東1局 西家 7巡目

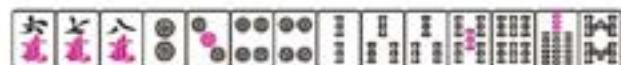


211
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IF YOU HAVE ALREADY
ESTABLISHED YOUR
STYLE,
FOLLOW IT!



東1局 西家 7巡目



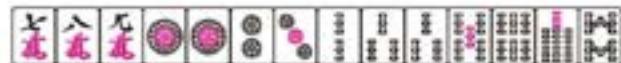
1 シャンテン [×42 ×33 ×29 ×23 ×8]

A 028

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FIXING 35 AS HEAD IS BEST BOTH FOR TILE ACCEPTANCE AND VALUE. THE BEST FORM FOR THE TENPAI CAN BE MENTANPIN IIEIKOU. DEPENDING ON HOW YOU VIEW IT, YOU CAN SEE BOTH 25 AND 55 AS FLOATING. THERE'S NO POINT IN KEEPING BOTH, AS THEY'RE ON THE SAME SUJI.

東1局 西家 7巡目

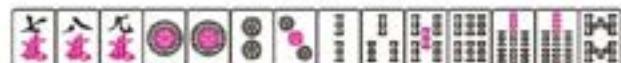


1 シャンテン [×34 ×29 ×25 ×23 ×8]

A 029

-1123P- EDGE ARYANMEN, WILL BE SEQUENCE+HEAD ON DRAWING 14P, OR WILL BE IIEIKOU ON DRAWING 23P (EITHER KANCHAN OR PENCHAN WAIT). BOTH OUTCOMES HAVE THE SAME PROBABILITY TO HAPPEN. IF YOU END UP WITH A BAD WAIT IIEIKOU, THE WIN RATE IS GOING TO DECREASE. SO THE AIM IS TO AVOID THE BAD SHAPE TENPAI BY CUTTING IP.

東1局 西家 7巡目



1 シャンテン [× 29 × 23 × 22 × 16 × 16 × 15]

A 030

IF YOU CUT 25, YOU'LL HAVE A RYANMEN + KANCHAN WAITING ON 4-6-95, AND THE EDGE 1123P ARYANMEN. BOTTLENECK WILL BE THE 6-TILES ARYANMEN WAIT. INSTEAD OF GOING THERE, LET'S DROP 1P AND GET FULL RYANMEN OVER ARYANMEN SHAPES. (TL NOTE: HEADLESS SHAPE, PRETTY GOOD WHEN YOU HAVE CONNECTED TILES)

アバウト何切る理論①

比較論 その1

[例題]

THE CORRECT ANSWER IS 2M.

THE EXPLANATION IS →6 BLOCKS, ACCORDING TO THE 2-HEAD THEORY, YOU SHOULD KEEP THEM. 46S KANCHAN HAS MORE IMPROVEMENTS TO RYAN-MEN, SO CUT THE 24M KANCHAN!

THERE IS ALSO THE POSSIBILITY OF DROPPING 8P. LET'S ANALYZE THAT. TO COMPARE THEM, LOOK AT THE TABLE BELOW

	DROP	DROP
TENPAI BACKFIRE	(4枚)	(4枚)
IMPROVEMENT BACKFIRE	(4枚)	(8枚)

NOTE: VALID AFTER BOTH TILES (2AM OR 88P) ARE DROPPED

IT IS IMPORTANT TO NOTICE THAT THERE ARE 2 DIFFERENT ROWS: →TENPAI BACKFIRE TILES← AND →IMPROVEMENT BACKFIRE TILES←.

IN THIS CASE, WHILE THE TENPAI BACKFIRE CHANCE IS THE SAME, THERE IS A CLEAR DIFFERENCE IN IMPROVEMENT BACKFIRE. THAT'S WHY IT IS BETTER TO DROP 24M, BUT IT IS GENERALLY DIFFICULT TO SEE WHEN YOU CONSIDER THE HAND AND THE SITUATION IN-GAME.

BASICALLY THE EV IS HIGHER IN THIS CASE, BUT IF YOU CAN GET YAKU LIKE SANANKOU/PINFU, THE JUDGEMENT CAN CHANGE. IF YOU FORGET ABOUT THAT, YOU CAN'T MAKE A FAIR COMPARISON.

IF YOU FALL IN LOVE WITH YOUR
HAND, YOU WON'T BE ABLE TO
MAKE GOOD COMPARISONS
BE CAREFUL!



アバウト何切る理論①

比較論 その2

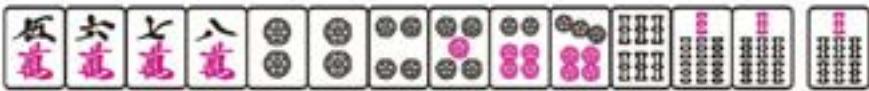
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2708I, 2710L, 2712N, 2714P, 2716S, 2718D, 2720W, 2722F, 2724G, 2726H, 2728I, 2730L, 2732N, 2734P, 2736S, 2738D, 2740W, 2742F, 2744G, 2746H, 2748I, 2750L, 2752N, 2754P, 2756S, 2758D, 2760W, 2762F, 2764G, 2766H, 2768I, 2770L, 2772N, 2774P, 2776S, 2778D, 2780W, 2782F, 2784G, 2786H, 2788I, 2790L, 2792N, 2794P, 2796S, 2798D, 2800W, 2802F, 2804G, 2806H, 2808I, 2810L, 2812N, 2814P, 2816S, 2818D, 2820W, 2822F, 2824G, 2826H, 2828I, 2830L, 2832N, 2834P, 2836S, 2838D, 2840W, 2842F, 2844G, 2846H, 2848I, 2850L, 2852N, 2854P, 2856S, 2858D, 2860W, 2862F, 2864G, 2866H, 2868I, 2870L, 2872N, 2874P, 2876S, 2878D, 2880W, 2882F, 2884G, 2886H, 2888I, 2890L, 2892N, 2894P, 2896S, 2898D, 2900W, 2902F, 2904G, 2906H, 2908I, 2910L, 2912N, 2914P, 2916S, 2918D, 2920W, 2922F, 2924G, 2926H, 2928I, 2930L, 2932N, 2934P, 2936S, 2938D, 2940W, 2942F, 2944G, 2946H, 2948I, 2950L, 2952N, 2954P, 2956S, 2958D, 2960W, 2962F, 2964G, 2966H, 2968I, 2970L, 2972N, 2974P, 2976S, 2978D, 2980W, 2982F, 2984G, 2986H, 2988I, 2990L, 2992N, 2994P, 2996S, 2998D, 3000W, 3002F, 3004G, 3006H, 3008I, 3010L, 3012N, 3014P, 3016S, 3018D, 3020W, 3022F, 3024G, 3026H, 3028I, 3030L, 3032N, 3034P, 3036S, 3038D, 3040W, 3042F, 3044G, 3046H, 3048I, 3050L, 3052N, 3054P, 3056S, 3058D, 3060W, 3062F, 3064G, 3066H, 3068I, 3070L, 3072N, 3074P, 3076S, 3078D, 3080W, 3082F, 3084G, 3086H, 3088I, 3090L, 3092N, 3094P, 3096S, 3098D, 3100W, 3102F, 3104G, 3106H, 3108I, 3110L, 3112N, 3114P, 3116S, 3118D, 3120W, 3122F, 3124G, 3126H, 3128I, 3130L, 3132N, 3134P, 3136S, 3138D, 3140W, 3142F, 3144G, 3146H, 3148I, 3150L, 3152N, 3154P, 3156S, 3158D, 3160W, 3162F, 3164G, 3166H, 3168I, 3170L, 3172N, 3174P, 3176S, 3178D, 3180W, 3182F, 3184G, 3186H, 3188I, 3190L, 3192N, 3194P, 3196S, 3198D, 3200W, 3202F, 3204G, 3206H, 3208I, 3210L, 3212N, 3214P, 3216S, 3218D, 3220W, 3222F, 3224G, 3226H, 3228I, 3230L, 3232N, 3234P, 3236S, 3238D, 3240W, 3242F, 3244G, 3246H, 3248I, 3250L, 3252N, 3254P, 3256S, 3258D, 3260W, 3262F, 3264G, 3266H, 3268I, 3270L, 3272N, 3274P, 3276S, 3278D, 3280W, 3282F, 3284G, 3286H, 3288I, 3290L, 3292N, 3294P, 3296S, 3298D, 3300W, 3302F, 3304G, 3306H, 3308I, 3310L, 3312N, 3314P, 3316S, 3318D, 3320W, 3322F, 3324G, 3326H, 3328I, 3330L, 3332N, 3334P, 3336S, 3338D, 3340W, 3342F, 3344G, 3346H, 3348I, 33

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Q 031

東1局 東家 5巡目



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Q 032

東1局 東家 5巡目



Q 033

東1局 東家 5巡目



EVEN IF IT'S "GREAT
LUCK" AT OMIKUJI
→NO GOOD PARTNER:-
(``W-`')



[東1局 東家 5巡目]



A 031

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1 シャンテン [15 × 50 15 × 42 15 × 42 15 × 42 15 × 21]

GOING FOR SANSHOKU GIVES THE BEST EXPECTED VALUE. IT'S EASY TO SEE IF YOU DRAW THE 3P.

[東1局 東家 5巡目]



A 032

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1 シャンテン [15 × 50 15 × 38 15 × 38 15 × 38 15 × 21]

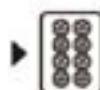
IT'S DIFFICULT TO MAKE ANOTHER SEQUENCE NEAR THE TRIPLET. THE GOAL IS TO MAKE A WIDE WAIT, TAKING ADVANTAGE OF THE 2 4 TILES SHAPES IN PINZU AND MANZU. KEEPING 8S MAKES IT EASY TO LOSE TANYAO AND IT ISN'T NEEDED FOR SANSHOKU EITHER.

[東1局 東家 5巡目]



A 033

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1 シャンテン [15 × 50 15 × 46 15 × 46 15 × 38 15 × 38 15 × 17]

IT IS EASY TO GET TANYAO, AND KEEPING 6S LETS YOU UTILIZE AKA 55 AND MAYBE GET SANSHOKU. FIXING 3P AS HEAD IS THE CORRECT ANSWER.

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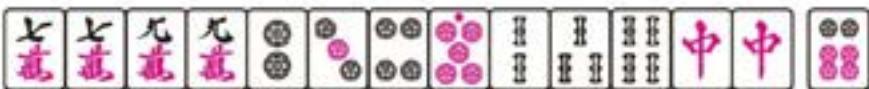
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Q 034

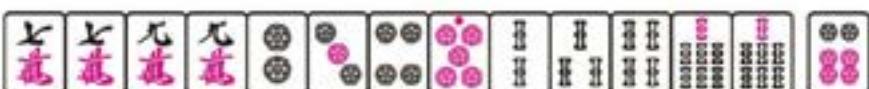
東1局 東家 8巡目



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Q 035

東1局 東家 8巡目



Q 036

東1局 東家 8巡目



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WHAT'S -DIGITAL- SCHOOL?
EH? THEY DON'T EVEN
BELIEVE IN FORTUNES?



東1局 東家 8巡目



A 034



1シャンテン [×19 ×19 ×15]

CUT ONE TILE FROM 7799M, STARTING FROM THE INSIDE. IT LEAVES A NICE SHANPON ON CHUN FOR AN EASY TO WIN HAND.

東1局 東家 8巡目



A 035



1 シャンテン [× 19 × 19 × 15]

AIM FOR MENTANPIN. ALTHOUGH YOU LOSE TANYAO WITH 1P, PUSHING TO THE MIDDLE TOWARD PERFECT IISHANTEN IS THE BASIC PLAY.

[東1局 東家 8巡目]



A 036



1 シャンテン [× 21 × 15 × 10] 2 シャンテン [× 62]

IN THE EARLY TURNS IT IS FINE TO GO BACK TO 2-SHANTEN TO FISH FOR TANYAO BY DROPPING 9M. BUT AS IT IS ALREADY THE 8TH TURN, IT IS BETTER TO GO FOR THE FASTER TENPAI. IF YOU RIICHI WITH IIPEIKOU AND AKA THIS HAND IS WORTH 7700. YOU SHOULD INSTANT RIICHI EVEN THE BAD WAIT KANCHAN.

SHAPE MIGHT LOOK BAD, BUT WITH 6M DRAW YOU'LL GET A PERFECT IISHANTEN. YOU CAN DISCARD 6P TO CONFIRM THE SANMENCHAN FOR A MORE FLEXIBLE HAND BUT MAKING MORE THAN 7700 WILL TAKE TOO MUCH TIME.

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東1局 東家 6巡目



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東1局 東家 7巡目



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東1局 東家 7巡目



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→THOSE WHO BELIEVE WILL BE
SAVED←, BUT SOMETIMES YOU WILL
FAIL NO MATTER WHAT YOU BELIEVE IN.



[東1局 東家 6巡目]



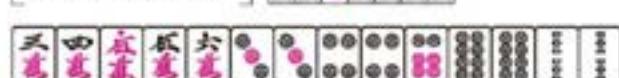
1シャンテン [6P×23 7S×22 8S×17 9S×17 10S×16]

A 037

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YOU CAN SEE SANANKOU/SUINKOU, BUT TO GET IT YOU'LL NEED TO CUT 6P OR 7S AND FIX THE PAIRS. STAY REAL, BECAUSE YOU DON'T NEED IT AS YOU'RE DEALER. IT'S BETTER TO DROP 5P. THIS WAY YOU GET RYANPEIKOU IISHANTEN IF YOU GET 2/3S. 8S GIVES BETTER ACCEPTANCE, BUT ONLY BY 1 TILE. BECAUSE YOU LOSE YAKU, ITS EXPECTED VALUE IS LOWER THAN 5P.

[東1局 東家 7巡目]



1シャンテン [6P×9 7S×9 8S×9 10S×9]

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YOU KEEP BOTH MENTANPIN AND CHITOI POSSIBILITIES OPEN. THE BACK-DRAW IS ONLY THE 7P ACCEPTANCE. IF YOU GET 2P-5P FORGET CHITOI AND HEAD TOWARDS MENTANPIN IIPEIKOU, BY DROPPING WITHER 8P OR 2S.

[東1局 東家 7巡目]



1シャンテン [6P×19 7S×19 8S×19 9S×15 10S×10 10S×10]

A 039

BECAUSE OF THE GOOD SHAPE IN MANZU, THE PROBABILITY OF INSTANT RIICHI IS HIGHER THAN THE PROBABILITY OF IMPROVING TO PERFECT IISHANTEN. IN THIS CASE, I DROP 6P TO GET THE BEST END SHAPE IF YOU GET TENPAI BY DRAWING MANZU.

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Q 040

東1局 西家 8巡目



Q 041

東1局 西家 8巡目



Q 042

東1局 東家 7巡目



I INSTALLED THE PEDIOMETER APP.
I TRIED TO CALCULATE THE
CALORIES, BUT DO I HAVE TO PAY
FOR THAT FEATURE?
EH? THIS APP...



[東1局 西家 8巡目]



A 040



1 シャンテン [×41 ×37 ×24 ×24 ×20]

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AS FAR AS TILE ACCEPTANCE GOES, THE CORRECT ANSWER IS 2P. DROPPING IT GIVES THE BEST PROBABILITY TO GET INTO TENPAI, BUT SINCE IT MAY LEAD TO MANY BAD WAIT TENPAI, BOTH THE EXPECTED VALUE AND THE WIN RATE ARE LOWER.

REMEMBER THAT THE GOAL ISN'T GETTING IN TENPAI, IT'S WINNING. LET'S MAKE IT SO THE TENPAI ALWAYS HAS A GOOD WAIT (WORST CASE IS 1P DRAW, FOR 6 TILES NOBETAN WAIT) BY DROPPING SP.

東1局 西家 8巡目



A 041



1 シャンテン [ × 33  × 29  × 24]

FIXING THE HEAD IS FINE. EVEN IF YOU WERE TO CUT SP, IT IS UNLIKELY THAT THE FINAL TENPAI SHAPE WILL WAIT ON THE RYANMEN 1-4P. THIS WAY YOU'LL BE READY FOR A RYANMEN TENPAI ON SP DRAW.

〔 東1局 東家 7巡目 〕



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| シカンテン [ ×24 |  ×24 |  ×21 |  ×20 |  ×18]

CUTTING 3P OR 5S GIVES THE SAME ACCEPTANCE. EVEN THOUGH THE CLOSED HAND ESTIMATED VALUE FOR 5S IS BETTER, IT'S BETTER TO CONSIDER CALLING EFFICIENCY BECAUSE WE ALREADY HAVE A MANGAN HAND. CALL PON ON 3P, 2S, 3S, AND CALL CHI ON 4P AND 6S. IN PARTICULAR, 2S LOOKS EASY TO CALL (OR WIND) BECAUSE OF THE 3S TRIPLET YOU HAVE IN YOUR HAND (ONE CHANCE).

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[東1局 東家 6巡目]



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[東1局 東家 6巡目]



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THEY SAY NAGOYA IS A
-CAR SOCIETY-, BUT...
A SEARCH FOR "RUNNING IN
NAGOYA" WILL BRING UP A LOT
OF SCARY DESCRIPTIONS



[東1局 東家 6巡目]



1 シャンテン [6S × 23 6P × 21 6M × 20 6D × 20 6T × 19 6N × 13]

I'D LIKE TO KEEP THE DORA TP, BUT THAT KANCHAN ACTS AS A BOTTLE-NECK. MOREOVER, CALLING CHI ON 6P MAKES THE HAND ONLY 3 HAN. IF YOU GET A CLOSED TENPAI ON SOLITU, YOU'D PROBABLY DROP DORA TP ANYWAY. ALSO, SINCE YOU HAVE THE CHANCE OF SANANKOU, TP DISCARD BECOMES THE ONE WITH THE BEST EXPECTED VALUE.

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[東1局 東家 6巡目]



1 シャンテン [6S × 21 6P × 20 6M × 16 6D × 14 6T × 13]

EVEN IF YOU KEEP DORA, YOU'D DROP IT AT TENPAI (WITH THE EXCEPTION OF DRAWING 6P). THE PROBABILITY OF DRAWING 6S FOR IIPEIKOU IS THE SAME AS THE ONE OF DRAWING 6P. KEEPING THE DORA IS ALWAYS NICE, BUT YOU'D RATHER GET 6S TRIPLET IN TENPAI.

A 044

[東1局 東家 6巡目]



1 シャンテン [6S × 36 6P × 36 6M × 34 6D × 22]

IF THE MANZU SHAPE STAYS AS IT IS UNTIL TENPAI, YOU'LL GET A 3 SIDED WAIT, BUT YOU'LL HAVE TO DROP DORA 6S. IT'D BE NICE TO USE 6S AND GET TANYAO DORA 3 FOR MANGAN.

→CALL FOR MANGAN← THAT'S THE SAYING, AND YOU SHOULD AIM FOR IT EVEN IF YOU GET A BAD WAIT TENPAI.

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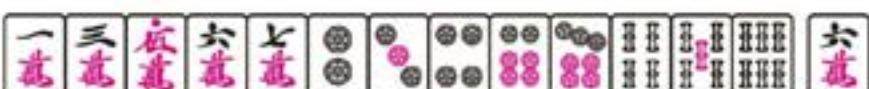
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Q 048

東1局 西家 7巡目



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->IT'S A TRIP TO HOME<- IS SAID, BUT
IN NAGOYA IT IS ->BE CAREFUL, BE-
CAUSE YOU NEVER KNOW WHEN YOU
MIGHT GET INTO A TRAFFIC ACCIDENT<-
(IT'S NOT TRUE)



東1局 西家 7巡目



五
九

1 シャンテン [× 30 × 19 × 19 × 17 × 17]

IF YOU FIX 5M AS THE HEAD, YOU CAN AIM FOR MENTANPIN RYANPEIKOU, BUT YOU END UP LOSING TOO MUCH TILE ACCEPTANCE. IN PARTICULAR, DRAWING 1P WOULD RUIN THE HAND, SO IT IS FINE TO GO FOR THE MAXIMUM ACCEPTANCE.

東1局 西家 7巡目



一九

1 シャンテン [$\frac{kr}{支}$ × 24 $\frac{-}{支}$ × 17 $\frac{kr}{支}$ × 16]

THE BEST ACCEPTANCE IS 6M, BUT YOU'RE MISSING THE HEAD AND IT LOOKS DIFFICULT TO GET IT BACK. CUTTING 1M IS BETTER BOTH FROM THE VALUE AND THE ACCEPTANCE THAN CUTTING 7M (AND KEEPING THE 135M RYANKAN). ON 3-4-6M DRAWS YOU GET MENTANPIN TENPAI, WHOSE VALUE AND SPEED ARE GOOD. ON 5-7-8M DRAWS YOU INSTEAD GET THE CHANCE TO IMPROVE THE SHAPE OF YOUR HAND.

東1局 西家 7巡目



1 シャンテン [×38 ×37 ×33 ×16]

IT IS ADVANTAGEOUS TO FIX THE HEAD BECAUSE IT'S EASY TO GET TANYAO AND IIPEIKOU. IT IS SAID →WHEN IN DOUBT, CUT ARYANMEN←, BUT THIS TIME THE STRONGEST SHAPE IS THE MANZU BULGING ONE.
FIXING THE HEAD GIVES THE BEST EXPECTED VALUE.

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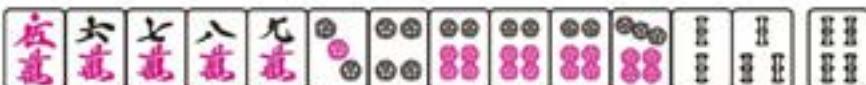
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東1局 西家 7巡目



Q 050

東1局 西家 4巡目



Q 051

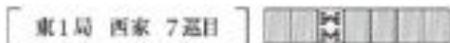
東1局 西家 4巡目



I DON'T LIKE SMOKING.
I HOPE AT LEAST THAT
THE SMELL DOESN'T
STICK TO MY CLOTHES.



[東1局 西家 7巡目]



1シャンテン [8m × 33 8m × 21 8m × 21 9m × 21]

A 049

001
/
030

CUTTING 7P GIVES A WIDER WAIT, BUT IF YOU WERE TO DRAW 6M YOU'D HAVE TO DROP AKA FOR RIICHI NOMI. BY DROPPING 9M YOU GET TANYAO AND ALWAYS KEEP THE AKA, SO THE ACCEPTANCE LOSS IS WORTH IT. A DRAW OF 5P WILL MAKE THE WAIT 4-SIDED.

[東1局 西家 4巡目]



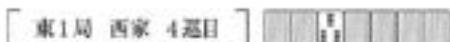
1シャンテン [8m × 12 8m × 12 8m × 10] 2シャンテン [9m × 66]

A 050

001
/
120

IF YOU TAKE IISHANTEN, YOU'RE GOING STRAIGHT INTO BAD WAIT NO YAKU. BECAUSE YOU HAVE 3 HEADS, DROPPING ONE DOESN'T IMPACT TOO MUCH ON SPEED. BY CUTTING BOTH 9S YOU CAN ALSO GET TANYAO.

[東1局 西家 4巡目]



1シャンテン [8m × 12 8m × 12 8m × 10] 2シャンテン [9m × 58]

A 051

121
/
150

BECUSE TON IS A YAKUHAI, YOU CAN MOVE FORWARD WITH 3 HEADS, WHILE ASSUMING YOU'LL CALL ON IT (OR GET INTO SHANPON RIICHI). DEPENDING ON YOUR DRAWS YOU MAY ALSO GET 345 OR 456 SANSHOKU.

151
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180

181
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210

211
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Q 052

[東1局 西家 7巡目]



031
↑
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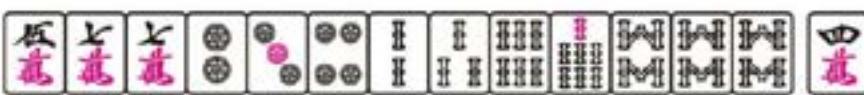
061
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Q 053

[東1局 西家 7巡目]



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121
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Q 054

[東1局 西家 7巡目]



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271
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301

THE BEST ADVANTAGE OF
NET MAHJONG IS THAT YOU
DON'T HAVE TO WORRY
ABOUT CIGARETTE SMOKE.



東1局 西家 7巡目



1 シャンテン [ × 16  × 16  × 16]

IF YOU DROP 7S AND DRAW 6S, YOU CAN GET A 3-SIDED WAIT.

〔東1局 西家 7番目〕



1 シャンテン [× 19 × 16 × 16 × 16 × 16]

THE BEST ACCEPTANCE IS 4M, BUT SINCE YOU CAN GET PINFU, THE REAL CHOICE IS BETWEEN 7M AND 8M. THE TILE ACCEPTANCE IS THE SAME, BUT YOU CAN SEE THE DIFFERENCE WHEN DRAWING TILES NEAR THE UNFINISHED SHAPES. I'LL SHOW IT IN THE CASE OF A DORA DRAW:



ACCEPTANCE IS NOW 30 TILES

PROBABLY THE BIGGEST IMPROVEMENT IS IN THE TILES FROM BEFORE



ACCEPTANCE IS NOW 23 TILES

IF YOU DROP THE TM, YOU'RE NOW WAITING ON 2-5-B5 IN THE SUZU.
THE THEORY SAYS TO KEEP THE CONNECTED SHAPE INTACT.

東1局 西家 7巡目



1シャンテン [x 16 x 12 x 12] 2シャンテン [x 56]

IF YOU WANT TO KEEP BOTH DORA, THE RESULTING SHAPE IS TOO LIMITED. YOU WOULDN'T GET MANGAN BY CALLING ANYWAY, SO LET'S TSUMOGIRI WITHOUT WORRY (YOU CAN VERY REALISTICALLY GET A CLOSED MANGAN WITH RIICHI DORA 2 + 1 OTHER HAN FROM TSUMO/TANYAO/URA, BUT THIS IS TOO SLOW?)

A 052

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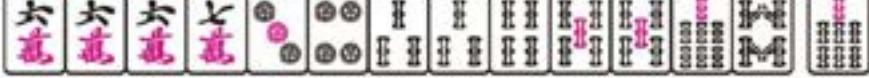
001
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Q 055

[東1局 西家 7巡目]



031
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061
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Q 056

[東1局 西家 7巡目]



091
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121
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Q 057

[東1局 西家 7巡目]



181
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210



211
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240

THE WORD ~GYARU~ IS
NOT USED ANYMORE, SO
WHY DON'T THE ~GYARU
PARLORS~ GO AWAY
TOO?

241
↑
270

271
↑
301



東1局 西家 7巡目

六直 六直 六直 上直 ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯ ⑰ ⑱ ⑲ ⑳



1 シャンテン [ x 11  x 11]

THE CHOICE IS BETWEEN 7M AND 8S. IF YOU KEEP 8S AND DRAW 9S, YOU GET A WIDE 11SHANTEN BUT YOU LOSE TANYAO, SO IT'S NOT OPTIMAL. LET'S KEEP 7M AND LEAVE THE OPTION TO REMOVE THE 334555 BAD SHAPE LATER.

東1局 西家 7巡目



1シャンテン [×15 ×12 ×11]

MAXIMUM ACCEPTANCE. YOU HAVE 11PEIKOU CHANCE, AND IF YOU PUT ASIDE THE COMPLETED SHAPE 3455 YOU CAN SEE A RYANKAN WAIT:

$$+ \left[\begin{array}{c|c} 1 & 1 \\ 1 & 1 \end{array} \right]$$

東1局 西家 7巡目



1 シャンテン [× 29 × 25 × 25]

IF YOU DROP 7M THERE'S A HIGH CHANCE THAT THE FINAL SHAPE WON'T HAVE PINFLI AND YOU'LL HAVE A ARYANMEN WAIT. IF YOU CUT 3S, YOU'RE MORE LIKELY TO GET PINFLI AND A GOOD SHAPE TENPAI, SO THE WIN RATE AND EXPECTED VALUE ARE BETTER EVEN IF YOU LOSE IIEIKOLI.

031
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060

001
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Q 058

[東1局 西家 7巡目]



031
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Q 059

[東1局 西家 7巡目]



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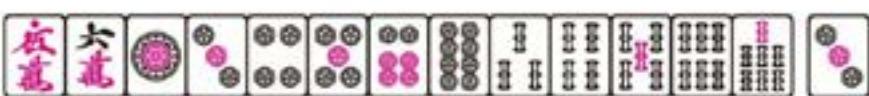
121
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Q 060

[東1局 西家 7巡目]



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301

MANAGER MYTH:
-AN EMPLOYEE OF THE
MAHJONG PARLOR IS ALSO ITS
BEST CUSTOMER-



[東1局 西家 7巡目]



1シャンテン [13×24 13×18 13×18]

A 058

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8P IS BEST FOR ACCEPTANCE, BUT IT IS BETTER TO AIM FOR GOOD WAIT AND TANYAO. AS FOR THE PINZU SHAPE, IF YOU SEE 3P AS A TRIPLET YOU GET A TANKI, IF YOU SEE THEM AS HEAD YOU GET A KANCHAN. ASSUMING YOU'LL DRAW 5BM, THE TENPAI SHAPE OF THE HAND WILL BE THE IRREGULAR 78P WAIT.

[東1局 西家 7巡目]



1シャンテン [13×12 13×12]

A 059

EVEN IF YOU WERE TO DRAW 2P, THAT WOULDN'T BECOME A GOOD SHAPE. BY CUTTING 1P YOU HAVE THE FOLLOWING POSSIBILITIES: DRAWING 7P LETS YOU WAIT ON 369P 3 SIDED WAIT, DRAWING 3P LETS YOU WAIT ON 78P IRREGULAR WAIT. OF COURSE, THE BEST CASE SCENARIO IS STARTING BY DRAWING 8S.

[東1局 西家 7巡目]



1シャンテン [13×19 13×19]

A 060

YOU HAVE A GOOD SHAPE FOR MENTANPIN AKA. AS THE SHAPE IS ALREADY SET IN STONE, PRIORITY IS GIVEN TO SAFETY, SO 8P IS DROPPED FIRST. THE BENEFIT IN KEEPING 8P WOULD BE A WIDER IISHANTEN IF YOU WERE TO DRAW 7P. BUT IF YOU DRAW 7P YOU'LL LOOK AT 567 SANSHOKU, SO THERE'S NO BIG REASON TO KEEP 8P.



061
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090

211
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270

Q 061

東1局 東家 5巡目



Q 062

東1局 東家 5巡目



Q 063

東1局 東家 5巡目



THE PHRASE → WHEN IN DOUBT, ... ← HAS APPEARED SOME TIMES IN THIS BOOK.
PLEASE FOLLOW IT



[東1局 東家 5巡目]



1シャンテン [16×16 12×12 12×12]

IF YOU KEEP 8S, THERE'S A CHANCE OF 3 SIDED WAIT IF YOU DRAW 8S.
BUT SINCE YOU'LL GET A PINFLU ANYWAY IF YOU DRAW 8P, YOU CAN MOVE FORWARD WITH THE MAXIMUM EFFICIENCY.
BECAUSE THERE'S A DORA, LET'S CALL INSTANT RIICHI EVEN IF WE COMPLETE THE RYANMEN WAIT FIRST.

A 061

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[東1局 東家 5巡目]



1シャンテン [12×12 12×12]

AIM FOR TENPAI ON 7M DRAW OR TO DRAW SOMETHING NEAR THE 8S.
THE BASIC OF EFFICIENCY IS TO LEAVE A STRONG LEFTOVER TILE OVER BAD ONES.

A 062

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[東1局 東家 5巡目]



2シャンテン [24×24 24×24 24×24 24×24]

6 BLOCKS HAND. THE HEADS CAN IMPROVE TO RYANMEN, SO CUT THE WEAKEST BLOCK (89M PENCHAN). THERE'S NOT MUCH DIFFERENCE IN WHICH TILE TO DROP FIRST, BUT YOU CAN GET A RYANKAN ON 6M DRAW IF YOU KEEP 8M. SO LET'S DROP 9M.

A 063

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301

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Q 064

[東1局 東家 7巡目]



031
+
060

061
+
090

Q 065

[東1局 東家 7巡目]



061
+
120

121
+
150

Q 066

[東1局 東家 7巡目]



151
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241
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300

TIPS AND TRICKS ARE
IMPORTANT, BUT SO IS
HAVING LESS
“HESITATION”



[東1局 東家 7巡目]



A 064

001
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030



1シャンテン [4M×19 4P×16 4D×15]

IT IS PINFU ON BOTH 9M AND 9P DROP, BUT IF YOU DROP 9M YOU GET A RYANMEN-KANCHAN WAITING ON 3-6BM

[東1局 東家 7巡目]



A 065

061
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090



1シャンテン [4M×15 4P×11 4D×8]

THE FIRST THING TO DO IS TO CONFIRM TANYAO. DON'T KEEP 9M JUST TO ACCEPT 8M, THIS TIME THERE IS LITTLE MEANING IN HAVING THE RYANMEN-KANCHAN.

[東1局 東家 7巡目]



A 066

121
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150



1シャンテン [4M×15 4P×15 4D×15 4E×12]

IF YOU KEEP 9M AND DRAW 8M, YOU COULD GET 456 SANSHOKU LIKE SO:



HOWEVER, YOU'LL HAVE TO CUT 8P.

THE PRIORITY SHOULD GO TO TANYAO, AS I'D RATHER GO FOR MENTANPIN THAN THE SANSHOKU. MOREOVER THE FINAL SHAPE WOULD BE A WEAK KANCHAN. IT IS BETTER TO COMPLETE THE KANCHAN AS FAST AS POSSIBLE BY DRAWING 5-7P, OR TO IMPROVE THE SHAPE TO PERFECT SHANTEN BY DRAWING 6-8P. BY DOING THIS YOU ALSO KEEP THE POSSIBILITY OF 456 SANSHOKU STILL OPEN.

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Q 067

東1局 東家 7巡目



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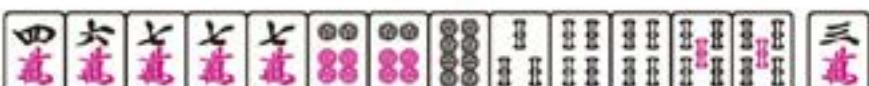
Q 068

東1局 東家 4巡目



Q 069

東1局 西家 7巡目



211
240

THERE IS MORE THAN ONE WAY TO SOLVE IT. FIND THE ANSWER THAT WORKS FOR YOU.



[東1局 東家 7巡目]



1 シャンテン [×16 ×16 ×16]

IF YOU CUT 3S YOU'LL BE ABLE TO SWITCH THE HEAD TO 6S WHEN YOU DRAW ANOTHER. HOWEVER, WHEN DRAWING 2-5S, IT IS BETTER TO CHANGE TO A WIDER SHAPE THAT INCLUDES PINFLU POSSIBILITIES. AS SHOWN BELOW, IT IS A WIDE IISHANTEN WAITING ON 8 KINDS, 28 TILES



[東1局 東家 4巡目]



1 シャンテン [×16 ×16]

THE 123 SANSHOKU ISN'T REALISTIC BECAUSE YOU ALREADY HAVE TOO MANY OTHER BLOCKS, SO YOU SHOULDN'T EXPECT IT.
THE QUESTION IS WHATEVER TO DROP 1P OR 9P FIRST. IF YOU KEEP 9P, YOU CAN GET THE FOLLOWING GOOD SHAPE ON 8P DRAW



[東1局 西家 7巡目]



1 シャンテン [×15 ×15 ×11]

TWO CHOICES: 6M OR 8P. IF YOU KEEP 8P, AND TSUMO 7P, YOU'LL GET A WIDE IISHANTEN WITH A PINFLU POSSIBILITY. IF YOU KEEP 6M AND DRAW 8M, YOU'LL STILL HAVE TO WAIT FOR 3-6S TO WIN THE HAND, SO THERE IS NO POINT IN KEEPING IT. IT BECOMES A QUESTION OF SAFETY, SO THE MORE DANGEROUS 6M IS CUT FIRST.

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Q 070

[東1局 西家 7巡目]



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Q 071

[東1局 西家 7巡目]



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Q 072

[東1局 西家 7巡目]



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211
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IT'S HARD TO FIND AN
UNIVERSAL THEORY.
IT'S ALL ABOUT KNOWING
WHICH TO USE AND
WHEN TO USE IT.

241
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270

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301



東1局 西家 7巡目



1 シャンテン [× 16 × 16 × 16]

A HEAD IS DROPPED TO AIM FOR PINFL. IF YOU START BY CUTTING 9P, YOU CAN STILL INCORPORATE 8P FOR ITTSU. IF YOU INSTEAD DROP 1S, YOU CAN STILL GET ITTSU, BUT IT'LL BE SLOWER AS YOU'RE MISSING THE HEAD.

東1局 西家 7巡目



テンパイ [× 4] 1 シャンテン [× 44 × 50]

A TYPICAL EXAMPLE ON WHEN TO USE FLOATING TILES. WITHOUT TAKING THE TENPAI, CUT ONE TP. YOU CAN SEE THE POSSIBILITY OF TANYAO, SANSHOKU, AKA ITTEI.

IN CERTAIN SITUATIONS, THERE'S ALSO THE POSSIBILITY OF REFUSING TENPAI AND CHITTING UP.

東1局 西家 7巡目



1 シャンテン [× 12 × 12 × 12]

A TYPICAL EXAMPLE ON WHEN TO AVOID FLOATING TILES. IT'S TEMPTING TO LOOK AT BP PAIR, AND CUT IT TO MAKE A FLOATING TILE. HOWEVER, WHEN YOU DRAW SOMETHING NEAR ANOTHER BLOCK, SUCH AS GM, YOU'LL HAVE TO DROP THE 2ND BP ANYWAY.

IN THIS SITUATION IT'S BETTER TO CUT A PAIR, LOOKING AT THE PERFECT II-SHANTEN IMPROVEMENTS. ON 7P DRAW, YOU'LL GET THE II-SHANTEN SHOWN BELOW. YOU CAN SEE ITTSUU OR TANYAO, IF YOU FIRST COMPLETE A PAIR.



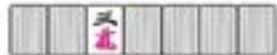
A 070

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Q 073

[東1局 東家 7巡目]



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Q 074

[東1局 東家 7巡目]



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CHOOSING ON A HUNCH IS
NOT A BAD THING.
ADJUST YOUR INSTINCT
TO MATCH THE ACTUAL
ANSWERS.



東1局 東家 7巡目



▶

1 シャンテン [× 22 × 16 × 16 × 14 × 8]

MAXIMUM ACCEPTANCE. THERE'S NO BACKFIRE ON 8-95, YOU WANT THE
IIRIKOU.

東1局 東家 7巡目



1 シャンテン 「 ×18 ×12 ×10 」 2 シャンテン 「 ×41 」

OF COURSE CUTTING AKA 55 GIVES A WIDER 11SHANTEN, BUT THE FINAL SHAPE OF THE HAND IS WORSENED. DROPPING 95 ISN'T BAD, BUT GOING INTO 2-SHANTEN AT THE 7TH TURN IS ANNOYING.

HERE YOU KEEP ISHANTEN, WHILE FIXING A RYANMEN. IF EITHER 85 OR 95 BECOME A TRIPLET, YOU CALL RIICHI ON RYANMEN. AS FOR DRAWING 1-4P BEFORE THAT, IT DEPENDS. YOU'LL HAVE TO THINK IF IT IS BETTER TO REFUSE TENPAI OR CALL RIICHI DEPENDING ON THE GAME SITUATION.

寒山居士 7



▶

1 シカンテン [x 35 x 29 x 25 x 17 x 16]

IDEALLY I'D USE 85 AS THE HEAD AND INCORPORATE AKA 55, BUT THE ODDS ARE LOW. FINAL SHAPE IS SHOWN BELOW.



IT IS MORE REALISTIC TO SEE AKA 5S AS A FLOATING TILE. IF YOU ASSUME THIS STANCE, YOU CAN INCORPORATE AKA WITH 5 KINDS OF DRAWS (TILES FROM 3S TO 7S).

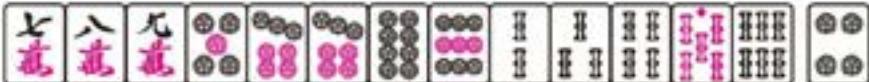
A 073

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Q 076

[東1局 西家 7巡目]

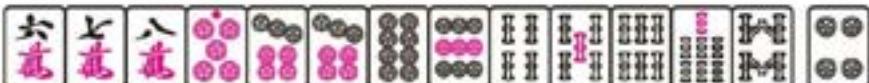


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Q 077

[東1局 西家 7巡目]



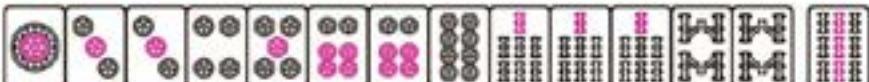
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Q 078

[東1局 東家 5巡目]



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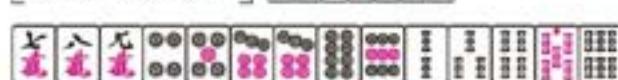
241
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301

-THE TILE EFFICIENCY DOESN'T HAVE
A BIG IMPACT ON PERFORMANCE-
SOME PEOPLE SAY THAT.
BUT YOU KNOW, IF YOU CAN ANSWER
EFFICIENTLY, YOU CAN FOCUS YOUR
ATTENTION TO OTHER THINGS



[東1局 西家 7巡目]



1 シャンテン [1 × 37 2 × 32 3 × 19 4 × 19 5 × 19 6 × 19]

BY CUTTING 7P AND FIXING THE SEQUENCE, YOU'RE WAITING FOR 37 TILES.
11 ARE FROM THE 1-4-7S SANMENCHAN, 8 ARE FROM THE 3-6P RYANMEN,
AND THE REMAINING 18 ARE WILL MAKE RYANMEN.
CUTTING 8P AND FIXING THE HEAD WAITS ON 19 TILES THAT GIVE GOOD
WAITS, BUT AS THE WORST WAIT YOU GET BY CUTTING THE HEAD IS NOBE-
TAN, IT IS BETTER THIS WAY.

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[東1局 西家 7巡目]



1 シャンテン [1 × 37 2 × 32 3 × 19 4 × 19 5 × 19 6 × 19]

IF YOU CUT THE HEAD, THERE'S A POSSIBILITY THAT YOU'LL HAVE TO DROP
AKA 5P. ALSO, SINCE YOU HAVE THE POSSIBILITY OF MENTANPIN, THIS TIME
FIXING THE HEAD IS THE BEST CHOICE.
CUT FROM THE INSIDE WITH 8P, KEEPING 9P FOR SAFETY REASONS.

A 077

[東1局 東家 5巡目]



1 シャンテン [1 × 16 2 × 16 3 × 15 4 × 14 5 × 13]

FIX THE GOOD SHAPE, TO HAVE MORE CHANCES OF IMPROVING THE BAD
ONE.
IF YOU DRAW 2-7P FIRST, YOU'LL GET A PINFLU TENPAI WITH 3-6P BECOMING
THE HEAD

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Q 079

[東1局 西家 7巡目]



031

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061
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090

Q 080

[東1局 西家 7巡目]



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240

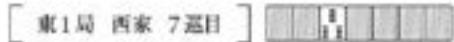
241
↑
270

271
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301

-THEORY IS JUST THEORY-
BUT I FEEL LIKE IT'S ALWAYS
PEOPLE THAT DON'T KNOW
THEORY WHO SAY THAT



東1局 西家 7巡目

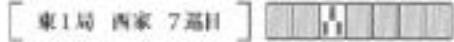


1 シャンテン [$\frac{A}{K} \times 25$ $\frac{K}{A} \times 15$ $\frac{A}{K} \times 15$]

THE WIDEST SHAPE IS FIXING THE SEQUENCE BY DROPPING BM, BUT 15 OUT OF THE 25 POSSIBLE TENPAI SHAPES WILL BE BAD WAITS. IF YOU INSTEAD FIX THE HEAD, ALL 15 TILES WILL GIVE YOU RYANMEN TENPAI.

061
7
030

東1局 西家 7巡目



A 080



1 シャンテン [× 25 × 16 × 15 × 15]

NORMALLY, SINCE IF YOU DRAW 2-5M YOU CAN TAKE ARYANMEN WAIT ON PINZU, IT IS BETTER TO FIX THE SEQUENCE AND DROP 8M. HOWEVER, WHEN YOU CONSIDER YAKU, YOU'RE MISSING BOTH TANYAO AND IIPEIKOLI. BECAUSE OF THIS IT IS BETTER TO FIX THE HEAD AND DROP 7M. CONSIDER NOW THIS POSSIBLE HAND:



IT IS BETTER TO DROP BM, AS YOU WON'T HAVE TANYAO ANYWAY.

[車1局 西家 7巡目]



A 081



1 シャンテン [× 29 × 16 × 15 × 15 × 15]

IF YOU FIX THE HEAD (BY DROPPING 7MD) YOU WILL CONFIRM TANYAO. HOWEVER, THE ACCEPTANCE IS ABOUT HALF. CONSIDERING THAT CHI CALLING SPEED IS TWICE THE TSUMO SPEED, YOU GET MORE OR LESS THE SAME AVERAGE SPEED. SINCE IF YOU STAY CLOSED YOU HAVE A SHOT AT HANEMAN, IT IS BETTER TO FIX THE SEQUENCE AND DROP BM.

Q 082

東1局 西家 4巡目



061
P
090

Q 083

東1局 西家 4巡目



Q 084

東1局 西家 4巡目



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2270

->IT'S ABSOLUTELY THE
CORRECT THING TO DO-
THAT'S RARELY TRUE,
THINGS CAN COMPLETELY
CHANGE DEPENDING
ON SITUATIONS



[東1局 西家 4巡目]



1 シャンテン [**1** × 28 **2** × 17 **3** × 17 **4** × 16 **5** × 16]

TECHNICALLY YOU SHOULD FIX THE HEAD, BUT → ARE YOU SETTLING FOR 15 AS HEAD? → BY REJECTING 15 HEAD, YOU'LL HAVE THE BEST ACCEPTANCE AND MOVE TOWARDS TANYAO.
IF YOU HAPPEN TO DRAW THEM, YOU CAN ACCEPT 2-3S DRAWS AS HEAD, OR EVEN THE DORA 7S.

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[東1局 西家 4巡目]



1 シャンテン [**1** × 24 **2** × 17 **3** × 17 **4** × 13 **5** × 12 **6** × 12]

PRIORITY IS GIVEN TO GOOD WAIT TENPAI, EVEN IF → SHANTEN ACCEPTANCE IS LOWERED. IT'S BETTER BECAUSE YOU'RE SURE TO GET PINFU.

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[東1局 西家 4巡目]



1 シャンテン [**1** × 29 **2** × 16 **3** × 16 **4** × 16 **5** × 11 **6** × 11]

EVEN IF 15 ACCEPTANCE IS MUCH HIGHER, YOU NEED TO THINK OF THE FUTURE SHAPE. MANY OF THE TENPAI WILL BE BAD WAIT, WITHOUT PINFU. BM IS WORSE IN TENPAI RATE, BUT MUCH BETTER IN AVERAGE VALUE AND WIN RATE.
→ IT IS GREAT TO DETERMINE WHAT AN HAND WILL BE → THAT'S TRUE, BUT WHEN PLAYING IN A GAME YOU'LL HAVE TO THINK ABOUT OTHER THINGS TOO: → ROUND → SANSHOKU IMPROVEMENTS → TRANSITIONING TO TANYAO → BAD WAIT RIICHI ... THINK OF ALL THOSE, AND THEN MAKE A DECISION

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Q 085

東1局 西家 7巡目



Q 086

東1局 西家 7巡目



Q 087

東1局 西家 7巡目



->AN INCIDENT HAS HAPPENED IN
THE MEETING ROOM HASN'T IT!
THAT'S THE SCENE OF THE
CRIME!-
IT'S THAT KIND OF THING YEAH



[東1局 西家 7巡目]



1 シャンテン [×42 ×28 ×28]

TANYAO IS MORE RELIABLE THAN ITTSU. YOU CAN ACCEPT AKA. YOU CAN GET SANSHOKU. 567 IF YOU DRAW 8M, 678 IF YOU DRAW 2M.
IT'S A REALLY NICE HAND.

東1局 西家 7番目



RIICHI-NYA テンパイ [× 8 × 3 × 3] 1 シャンテン [× 42]

YOU'RE LOSING IT'SU, BUT IT'S A 3900 GOOD WAIT HAND, SO CALL RICHI ON 66. IF YOU GET AKA 5P OR LIRA, IT'S A MANGAN.

IF YOU'RE IN A SITUATION WHERE YOU NEED A BIG HAND, YOU CAN ALSO REFUSE TENPAI BY DROPPING THE DRAWN 3M. BUT ONLY FEW TILES GIVE YOU MANGAN, AND EVEN IF YOU DRAW 2-5-8M YOU'LL GET AT MOST 5200. IN MODERN MAHJONG, CALLING RIICHI WITH THIS HAND IS COMMON SENSE.

TN: YOU HAVE HIGHER ODDS OF GETTING IPPATSU TSUMO THAN OF GETTING 9M

東1局 西家 7巡目



1 シャンテン [ × 42  カン × 42  × 17  × 17]

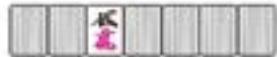
KAAAAAAAAAAAAA- NOT, DROP 6S SO YOU CAN USE IT AS HEAD IF
NEEDED. KAN HAS MANY ADVANTAGES, ->KAN DORA-> MORE DRAWS->
>RINSHAN-, BUT IN THIS SITUATION IT'D WORSEN YOUR HAND ON 3-6-9M
DRAWS.

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[東1局 東家 7巡目]



[東1局 東家 7巡目]



A 088

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1 シャンテン [× 37 カン × 37]

A TYPICAL HAND THAT YOU SHOULD NEVER KAN. YOU'D LOSE PINFU, AND YOU'D END UP WAITING ON A TANKI INSTEAD OF A GOOD WAIT.

[東1局 東家 7巡目]



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KAAAAAAAAN

1 シャンテン [× 28 カン × 28 × 16 × 16]

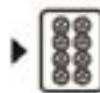
BECAUSE IT'S A GOOD SHAPE IISHANTEN, AND YOU HAVE ANOTHER TRIPLET, YOU SHOULD KAN. EVEN IF YOU COMPLETE A RYANMEN FIRST, YOU CAN DROP 9S TO USE 6S AS HEAD. IF YOU DRAW 6M-7M-6P-7P, THAT'S AN INSTANT RIICHI TOO.

[東1局 東家 7巡目]



A 090

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1 シャンテン [× 37 × 36 カン × 36 × 33]

THIS TIME, YOU CAN SEE 3M BOTH AS A KAN AND A FLOATING TILE. IF YOU END UP WITH STICKING SOMETHING TO IT, YOU CAN EXPECT AN EASY WIN (NOTE: KABE). SEE:



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アバウト何切る理論②

1 シャンテンピーク理論 その1

[例題] 打 [六]: 

2シャンテン [×24 ×24 ×24 ×22 ×22 ×18]

THIS IS AN ISHANTEN OPEN HAND, WITH A CHUN PON. WHAT TO CUT?
LET'S COMPARE THE FOLLOWING OPTIONS: 8M, 9P, 3S, IMMEDIATELY AFTER YOU WILL CALL HATSU.

LET'S START WITH 8M

打 [六]: 

1シャンテン [×16 ×16 ×12 ×12]

YOU'RE DROPPING THE KANCHAN 139, AND WAITING ON 16 TILES.

打 [三]: 

1シャンテン [×12 ×12]

I'LL DROP THE OTHER 9P. ACCEPTANCE IS 12 TILES

打 [四]: 

1シャンテン [×20 ×16 ×12]

YOU'RE DROPPING 1S, FOR AN ACCEPTANCE OF 20 TILES

3S (20) > 8M (16) > 9P (12)
SIMPLY PUT, YOU SHOULD DROP 3S IN THE FIRST HAND.

MAHJONG IS A PUZZLE THAT USES 14 TILES!



アバウト何切る理論②

1シャンテンピーク理論 その2

[例題] 

2シャンテン [2×24 3×24 4×22 5×18]

LET'S REVIEW THE PREVIOUS HAND. THE CORRECT ANSWER WAS CUTTING 3S, HOWEVER WHEN YOU LOOK AT TILE ACCEPTANCE IT'S 22, INFERIOR TO 8M-9P-26 WITH 24 POSSIBLE TILES.

EH? ISN'T THAT STRANGE? THE DIFFICULT PART OF TILE EFFICIENCY IS THAT THE HAVING THE MOST ACCEPTED TILES DOESN'T MEAN HAVING THE BEST SPEED

WITH HANDS BELOW 2-SHANTEN, EVEN A MOMENTARILY WIDE HAND CAN BECOME SLOW WHEN REDUCING SHANTEN.

SINCE THERE IS LITTLE MEANING IN CURRENT ACCEPTANCE, IT IS IMPORTANT TO KEEP IN MIND THE SHAPE THE HAND WILL HAVE WHEN ADVANCING TOWARDS TENPAI.

-HOW SHOULD I MOVE FORWARD?- THAT'S THE POINT.

IT IS IMPORTANT TO KEEP IN MIND THE TENPAI SHAPE. IMPORTANT, YES, BUT ALSO REMEMBER THAT WHILE IN TENPAI YOU CAN CALL RON ON THE OTHER PEOPLE, SO THAT'S ACTUALLY AN INCREASE IN SPEED.

IN FACT, THE HARDEST PART IS BETWEEN 1-SHANTEN AND TENPAI. YOU GET FRUSTRATED AND SPEAK OF "1-SHANTEN HELL", RIGHT? GETTING THE BEST 1-SHANTEN, THAT'S THE POINT OF THE -1-SHANTEN PEAK THEORY-

FROM THE PREVIOUS EXAMPLE, -I DON'T FALL FOR THE ACCEPTED TILES TRAP, BUT I THINK AHEAD AND DROP 3S-. IF YOU CAN DO THAT CONSISTENTLY, YOUR MAHJONG POWER WILL INCREASE SIGNIFICANTLY.



[東1局 西家 5巡目]



1シャンテン [1P × 19 2P × 15 3P × 12 4P × 8]

IF YOU DROP 1P AND DRAW 6P, YOU'D GET A PINFLU TANYAO DORA2, DAMA MANGAN, BUT IF YOU WERE TO CALL CHII YOU'D ONLY GET 3900. IF INSTEAD YOU STAY CLOSED YOU'LL GET AT LEAST 5200 WITH RIICHI, SO TRUST IN THAT. MOREOVER, IF YOU GET THE CHANCE TO PON DORA 6M, THERE'S NOT MUCH DIFFERENCE BETWEEN 1P AND 7P, YOU'LL ALWAYS END UP WITH THE 2-5P NOBETAN WAIT FOR MANGAN.

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[東1局 西家 5巡目]



1シャンテン [1P × 16 2P × 15 3P × 15 4P × 11]

BECAUSE I'M USING A 3P, THE MAXIMUM ACCEPTANCE IS GIVEN BY DROPPING 1P. IF YOU DRAW THE SOLZU RYANMEN BEFORE OTHER TILES, YOU'LL END UP WITH A SHANPON. IT IS NOT TOO BAD, BECAUSE YOU GAINED TANYAO.

YOU CAN FORESEE A CHANGE IN THE MANZU SHAPE, GETTING A RYAMEN OR BETTER FROM THE 6M PAIR. IT'S FINE TO MAKE THIS INTO A 1000 POINT HAND

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[東1局 南家 7巡目]



1シャンテン [1P × 23 2P × 23 3P × 15 4P × 14]

IF YOU CUT 5P BECAUSE 8P IS EASIER TO PON, AFTER YOU CHI 2-55 YOU'LL END UP WITH A 3-6-9P SANMENCHAN, WITH A RISK OF FURITEN ON 9P.

BY CLUTTING INSTEAD 8P, AFTER THE 2-55 CHI YOU'LL END UP WITH A VERY NICE 3-6P RYANMEN. OF COURSE REMEMBER YOU CAN CALL PON ON BOTH 5P AND 7S TO GET A 2-55 WAIT.

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[東1局 東家 7巡目]



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→IF YOU GET THE SAME
NUMBERS IN ROULETTE OR DICE,
YOU'RE LIKELY TO GET A
DIFFERENT ONE NEXT TIME.
THIS ILLUSION OF THINKING IS
CALLED "GAMBLER'S FALLACY"
BECAUSE IT IS SO COMMON
IN GAMBLING



[東1局 東家 6巡目]



A 094

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1シャンテン [× 25 × 23 × 21 × 19 × 19 × 11]

THIS QUESTION IS TAKEN FROM A REAL GAME, FROM KONDO-PRO (NOTE: TOP TIER MLEAGUE PLAYER) IN A JPMIL GAME.
7M GIVES THE BEST ACCEPTANCE, BUT IF YOU COMPLETE THE PINZU SHAPE FIRST YOU'LL END UP WITH A BAD SHANPON WAIT. IF YOU INSTEAD CUT 4P, YOU'LL ALWAYS GET A RYANMEN TENPAI WORTH AT LEAST 5800, WHEN IN DOUBT, IT IS SAFER TO KEEP THE COMPLEX SHAPE TOGETHER AND FIX THE STRONG SHAPES.

[東1局 東家 7巡目]



A 095

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1シャンテン [× 25 × 23 × 21 × 19 × 19 × 11]

THE ACCEPTANCE IS SMALL, BUT YOU CAN ACCEPT DORA AND CONFIRM TANYAO. OUT OF 19 TILES, 17 (CALL BUT 4M TSUMO) WILL GIVE YOU A RYANMEN TENPAI.
LET'S CHI 2-SM AND GET AN EASY 2-5-BM WAIT.

[西1局 西家 5巡目]



A 096

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2シャンテン [× 41 × 39 × 39 × 33 × 33 × 33]

I'LL MAKE A 3 SIDED WAIT ON THE PINZU.
THE 4P CUT, WHICH LEAVES CHITOI POSSIBLE BECAUSE YOU KEEP 4 PAIRS, IS AN HALF-ASSED WAY OF PLAYING.

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[東1局 西家 7巡目]



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[東1局 西家 7巡目]



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STATISTICALLY, THE
PHENOMENON KNOWN AS
"GOOD FLOW" OR "BAD FLOW"
IS NORMAL.



[東1局 西家 7巡目]



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1 シャンテン [1 × 24 2 × 22 3 × 22 4 × 20 5 × 19 6 × 18]

WHEN IN DOUBT, THE BEST EV IS USUALLY CONFIRMING TANYAO.
YOU'LL DROP DORA IF YOU DRAW 8S, BUT SINCE YOU ALREADY HAVE
TANYAO THAT'S NOT A PROBLEM.

[東1局 西家 7巡目]



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1 シャンテン [2 × 25 3 × 25 4 × 20 6 × 11]

FIRST OF ALL, YOU HAVE TO REALISE THAT BOTH 5S AND AKA 5P GIVE THE SAME ACCEPTANCE.
BY KEEPING AKA 5P, YOU HAVE CHANCES OF GETTING INTO BAD TENPAI, BUT THERE ARE BENEFITS IN KEEPING ALL 3 SUITS OPEN, SUCH AS SANSHOKU.
AS FOR THE 5S-BS CHOICE, THE LOSS OF 5 TILES CREATES A DECENT IMPACT ON WIN RATE, SO YOU DROP THE 5S.
IT IS CORRECT TO PROCEED WHILE KEEPING THE 4-SIDED WAIT IN SOZU ALIVE, HOPING TO HAVE IT AS TENPAI SHAPE.

[東1局 西家 7巡目]



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1 シャンテン [1 × 22 2 × 22 3 × 22 4 × 19 5 × 18 6 × 10]

2P, 5P AND 7P ALL GIVE THE BEST ACCEPTANCE WITH 22 TILES. IF YOU CUT 7P YOU CAN ACCEPT AKA 5P, AND YOU CAN ALSO MOVE TOWARDS SANSHOKU IF THE 7M PAIR BECOMES A RYANMEN.
-ACCEPTANCE IS INCREASED WHEN CUTTING THE OUTER SUJI OF THE DRAWN TILE- THAT'S A COMMON PATTERN, KEEP IT MIND.
THIS EXAMPLE SHOWS IT: BY CUTTING THE OUTER SUJI OF 4P, YOU'RE GAINING THE ACCEPTANCE OF 3 TILES.

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Q 100

[東1局 西家 5巡目]



Q 101

[東1局 西家 5巡目]



Q 102

[東1局 西家 5巡目]



~SEEING IS BELIEVING~
IT'S DANGEROUS TO TRUST
EXPERIENCE TOO MUCH



[東1局 西家 5巡目]



A 100

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1 シャンテン [× 26 × 16 × 16 × 15 × 15]

MAXIMUM ACCEPTANCE. THE SYMMETRICAL SHAPE IN PINZU IS CALLED "WING" AND IT'S WAITING ON 8 TILES, 6 KINDS.
1-4P, 3-6P, 5-8P. IT IS A FLEXIBLE SHAPE, WHICH USES EITHER 3P OR 6P AS HEAD.

[東1局 西家 5巡目]



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1 シャンテン [× 16 × 16]

WITH THE HEAD AND ENOUGH BLOCKS, YOU CAN SETTLE FOR 2 SEQUENCES IN PINZU. CUT BOTH 3P AND 6P. CONSIDERING SAFETY, CUT 6P FIRST BECAUSE IT CAN BE TARGETED BY BOTH 3P AND 6P RYANMEN.

[東1局 西家 5巡目]



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1 シャンテン [× 18 × 15 × 15 × 12]

THE VALUE IS SECURED THANKS TO THE AKA DORA, IT IS HARD TO GET A SANSHOKU SO GO FOR THE MAXIMUM ACCEPTANCE.
IF YOU TAKE OUT THE 3P SHAPE, YOU CAN EASILY SEE THE 3-5-8P RYANMEN-KANCHAN SHAPE:



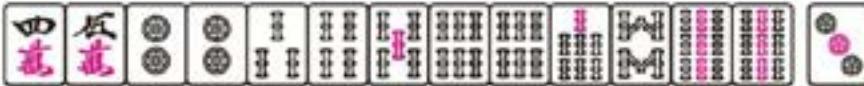
IF YOU INSTEAD CUT 2P, 5M BECOMES AN USELESS TILE AND YOU LOSE THE ACCEPTANCE OF 3 TILES.

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[東1局 西家 5巡目]

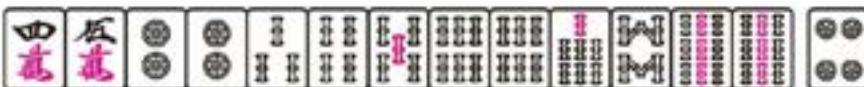


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[東1局 西家 5巡目]



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AN EXAMPLE DISPROVED

BY STATISTICS:

-IT USED TO BE COMMON
KNOWLEDGE THAT SENDING A
BLUNT FROM FIRST BASE WITH
NO OUTS WAS A MISTAKE.
HAVE YOU HEARD IT?



東1局 西家 5巡目



▶

1 シャンテン [× 20 × 20 × 20 × 16 × 14]

GOING FOR SHANPON RIICHI BY DROPPING 6S, TO MAKE A SUJI TRAP ON 9S, IS FOOLISH. BECAUSE IT IS A PINFLU HAND, YOU'RE SURE TO HAVE A GOOD WAIT. LET'S CUT 9S AND SEE IF YOU CAN DROP THE OTHER ONE TOO TO IMPROVE TO TANYAO.

東1局 西家 5番目



1 シャンテン [× 16 × 16 × 16 × 14 × 12]

IF YOU AIM FOR SHANPON RIIICHI, IT LOOKS LIKE YOU COULD WIN IT EASILY, BUT YOUR HAND WOULD BE JUST RIIICHI NOMI. DRAWING 36M BEFORE OTHER TILES GIVES YOU A WEAK TENPAI, AND IT WILL BE BETTER TO DROP 95 OR 65 TO GET BACK INTO A GOOD IISHANTEN. SEE THE FOLLOWING HANDS TO COMPARE THE CHOICES:



IN THIS CASE, THE CORRECT ANSWER IS TO DROP 95.

東1局 西家 5巡目



1 シャンテン [黒 \times 16 黄 \times 16 紫 \times 16 红 \times 16 粉 \times 11 绿 \times 11]

IF YOU USE EITHER 15 OR 45 AS HEAD, YOU CAN GET BOTH THE HEAD AND 2 SEQUENCES FROM THE SOUZU SHAPE. IN THIS CASE IT IS BETTER TO CUT 15 AND KEEP 45 AS HEAD, TO ACCEPT FUTURE TANYAO IMPROVEMENTES. LET'S CUT BOTH 15 AND 25, BUT STARTING FROM THE OUTSIDE. BY KEEPING 25, NOT ONLY 475 DRAW, BUT ALSO 2585 DRAW WILL GIVE YOU TANYAO. 35 DRAW GIVES YOU IPEIKOU.

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〔 東1局 西家 7巡目 〕



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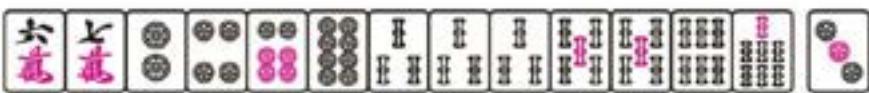
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THE ->PROBABILITY OF WINNING
WHEN TRYING TO SEND A BLUNT AT
FIRST BASE WITH NO OUTS->
IT'S A MISTAKE NO MATTER
WHICH INNING

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[東1局 西家 7巡目]



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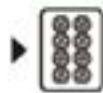


1 シャンテン [2 × 33 3 × 33 4 × 20 5 × 20]

YOU DON'T GO FOR SANSHOKU 234 BECAUSE YOU HAVE AN AKA DORA. THE KANCHAN IN SOUZU IS BAD, SO CUT IT. FROM THE OUTSIDE, BECAUSE YOU CAN STILL SEE THE 456 SANSHOKU POSSIBILITY.

[東1局 西家 7巡目]

A 107



1 シャンテン [2 × 24 3 × 21 4 × 21]

AT A FIRST LOOK, YOU CAN SEE THE 678 SANSHOKU, BUT SINCE YOU ALREADY HAVE 3 COMPLETED SHAPES, YOU SHOULD ABANDON IT. WITH THE BP DROP THE FOCUS IS PUT ON THE TENPAI SHAPE, INSTEAD OF THE II-SHANTEN TILE ACCEPTANCE.
YOU HAVE A GOOD SHAPE IN SOUZU, ACCEPTING 4-58S, SO DON'T DROP THE 5S. IF YOU CAN DRAW 5P, YOU CAN GET 567 SANSHOKU.

[東1局 西家 7巡目]

A 108



1 シャンテン [2 × 28 3 × 28 4 × 21 5 × 17 6 × 12]

BY CUTTING 2S YOU'D GET A GOOD TENPAI, 21 ACCEPTED TILES AND THE POSSIBILITY TO INCORPORATE DORA. ON THE OTHER HAND, 1P GIVES THE BEST TILE ACCEPTANCE, BUT IF YOU DRAW EITHER 6M OR 7M YOU'LL END UP WITH A KANCHAN WAIT. HOWEVER, EVEN COUNTING THOSE TILES OUT, YOU END UP WITH 22 TILES, MORE THAN THE 21 FROM 2S.
IF YOU INSTEAD DRAW 3S OR 5S FIRST, YOU'LL GET A BEAUTIFUL HAND WITH THE BEST WIN RATE AND EXPECTED VALUE.

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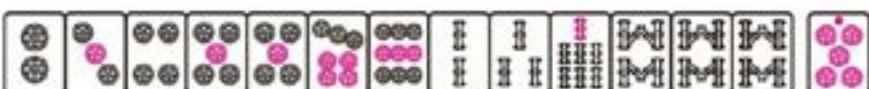
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東1局 東家 7巡目



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I DON'T EVEN KNOW HOW
MANY PEOPLE PLAY
BASEBALL, SO I'M NOT
SURE WHAT'S SHE
TALKING ABOUT.



[東1局 東家 7巡目]



1シャンテン [1P × 28 2P × 22 3P × 18]

THERE IS A DIFFERENCE IN 6 ACCEPTED TILES BETWEEN 4S AND 9P. EVEN IF YOU EXCLUDE THE 785 VERTICAL DRAW, WHICH GIVES YOU IN TENPAI A 8P KANCHAN, YOU GET THE SAME ACCEPTANCE.

**WHY WAITING FOR A SUJI OF A TRIPLET IS NOT A BAD IDEA: THE IDEA IS THAT THE SUJI OF A TILE YOU HAVE A LOT OF IS DANGEROUS, SO YOU CAN MAKE IT YOUR OWN WAITING TILE SO THAT YOU DON'T HAVE TO CUT IT OFF WHEN YOU GET TENPAI. IN MODERN TIMES, STATISTICAL DATA SHOWS THAT ANKO-SUJI IS NOT AS DANGEROUS AS YOU MIGHT THINK, BUT YOU SHOULD STILL DO IT IF IT'S THE NATURAL WAY OF THE HAND.

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[東1局 東家 7巡目]



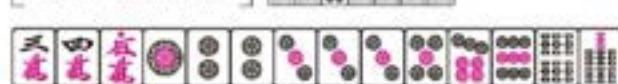
1シャンテン [1P × 28 2P × 26 3P × 22]

THE MAXIMUM ACCEPTANCE IS 75, BUT IT'S ONLY BY 2. LET'S FOCUS ON THE TENPAI SHAPE. IF WE DRAW 14S FIRST, WE'LL END UP WITH A 3-WAY WAIT.

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[東1局 東家 7巡目]



1シャンテン [1P × 16 2P × 16 3P × 12 4P × 12]

DEPENDING ON WHICH YOU CUT, 1P OR 2P, YOUR TENPAI WILL CHANGE. FOCUS ON THE IISHANTEN IMPROVEMENTS: IF YOU DROP 1P, YOU'LL BE ABLE TO GET TANYAO BY DRAWING ANY TILE FROM 2P TO 7P. PINFU, TANYAO, DORA, IIPEIKOU ARE ALL WORTH THE SAME 1 HAN, BUT →WHEN IN DOUBT, GO FOR TANYAO← IS THE CORRECT ANSWER.

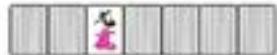
A 111

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Q 112

[東1局 東家 4巡目]



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[東1局 東家 4巡目]



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Q 114

[東1局 東家 4巡目]



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IN ANCIENT JAPAN, THERE WAS A RAINMAKER WHO WAS SUCCESSFUL 100% OF THE TIME. HOWEVER, HE DIDN'T STOP THE RITUAL UNTIL IT RAINED...

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[東1局 東家 4巡目]



A 112

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1 シャンテン [8x × 12 9x × 12]

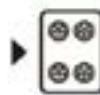
SINCE YOU HAVE A CHUN TRIPLET, FIX 1P TO BECOME YOUR HEAD. FORESEE THE 7M DRAW OR THE GROWTH OF THE PINZU SHAPE.

[東1局 東家 4巡目]



A 113

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1 シャンテン [8x × 16 9x × 12 8x × 12 9x × 12]

CHOICE IS BETWEEN 4P AND 2P. THERE ARE 3 SP LEFT THAT CAN IMPROVE TO A RYANMEN WAIT. IT IS MORE USEFUL INSTEAD TO HAVE THE POSSIBILITY OF CLOSED TENPAI WHEN DRAWING 3P.

[東1局 東家 4巡目]



2 シャンテン [8x × 33 9x × 33 8x × 33 9x × 29 8x × 22 9x × 20]

BY DRAWING 35, YOU NOW HAVE THE POSSIBILITY OF CHIITOI. YOUR HAND HAS 6 BLOCKS, SO LET'S CUT ONE WHILE NOT GIVING UP CHIITOI. IF YOU DON'T CUT 4P, IT IS BETTER TO KEEP 2P, SO THE BLOCK TO DROP IS THE MANZU ONE. IF YOUR NEXT DRAW IS 5M, YOU CAN ABANDON CHIITOI FOR THE RYANMEN, SO LET'S START BY CUTTING FROM THE OUTSIDE.

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Q 115

[東1局 東家 7巡目]



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Q 116

[東1局 東家 7巡目]



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Q 117

[東1局 東家 7巡目]



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I'VE HEARD OF RAINMAKERS
WHO ARE ABSOLUTELY
SUCCESSFUL. IT'S A LESSON
TO ~KEEP GOING UNTIL YOU
SUCCEED~



「東1局 東家 7巡目」



1 シャンテン [ ×12  ×8  ×8]

MANZU SHAPE CAN STILL CHANGE, SO CUT IS AND FORESEE IMPROVEMENTS IN PINZU OR MANZU WHILE GETTING TANYAO. THE ONLY BACKFIRE YOU CAN GET IS 25.

東1局 東家 7巡目



・シャンテン [×12 ×8 ×8]

567 SANSHOKU IS CONFIRMED, SO GO WITH THE WIDEST ACCEPTANCE EVEN IF IT LEADS TO BAD WAITS. YOU CAN PON 3S FOR A 5800 HAND, SINCE YOU'RE GOING TO BE SLOW.

東1局 東家 7巡目



【キャンテン】 × 16 × 12 × 8

DON'T CUT 35 BECAUSE WITH A 2P OR 35 PON YOU CAN GET OPEN TANYAO. YOU CAN ALSO CHI 6M AND DROP IS. BECAUSE YOU HAVE THE BAD WAIT KANCHAN, YOU WANT TO BE ABLE TO SPEED UP BY CALLING. IF YOU DRAW 4S OR 2S YOU CAN GET PINFLU.

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Q 118

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[東1局 南家 4巡目]



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Q 119

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[東1局 南家 4巡目]



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[東1局 東家 7巡目]



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RATHER THAN OUTRIGHT
DISMISSING THE OCCULT,
-WHY DO YOU BELIEVE IN IT?-
I WANT TO UNDERSTAND
AND GET ALONG



東1局 南家 4巡目



A 118



1 シャンテン [× 16 × 12 × 12 × 12 × 12]

PROCEED WHILE KEEPING 2 HEADS. 7P CUT SEEMS GOOD AT A FIST LOOK, BUT SINCE THIS IS AN INSTANT RIICHI HAND THAT HAS 2 DORA, YOU WANT TO MOVE FORWARD WITH THE MAXIMUM ACCEPTANCE.

東1局 南家 4巡目



A 119

091
120



2シャンテン [×24 ×24 ×22 ×22 ×22]

THE PROBABILITY OF DRAWING 55 OR DORA 65 IS THE SAME (NOT MUCH), BUT FOR NOW YOU CAN MOVE TOWARDS TANYAO. DRAWING 55 GIVES YOU FURITEN DUE TO IS CUT, SO YOU SHOULD JUDGE YOUR HAND AS A WHOLE AND RESHAPE IT IF NEEDED.

車1局 東家 7巡目



A 120



1 シャンテン [× 17 × 17 × 15]

FIRST OF ALL, CAN YOU NOTICE THE 65 KANCHAN ACCEPTANCE? AFTER YOU SEE IT, THE CHOICE IS BETWEEN 1P AND 7S CUTS, BUT THEY HAVE THE SAME TILE ACCEPTANCE. CUTTING 1P GIVES YOU TANYAO, AND YOU CAN POSSIBLY GET PINFLU TANYAO IIPEIKOU AKA. EFFICIENCY AND ESTIMATED VALUE ARE BOTH GOOD.

IN A SCORING SYSTEM THAT DOUBLES IF YOU ADD 1 HAN AND HALVE IF YOU LOSE 1, WHEN YOU HAVE THE SAME ACCEPTANCE, -LOOKING FOR EXPENSIVE HANDS GIVES MORE VALUE THAN LOOKING FOR SMALL ONES-

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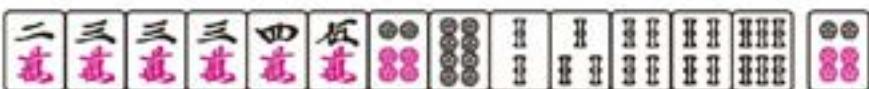
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Q 121

東1局 西家 7巡目



Q 122

東1局 西家 7巡目



Q 123

東1局 西家 4巡目



MAHJONG RULES ARE
TOO DIFFICULT. THERE ARE LOTS OF
KIDS WHO WANT TO LEARN BUT
GIVE UP UPON SEEING THE SIZE OF
THE RULEBOOK



東1局 西家 7巡目



1 シャンテン [ ×18  ×15  ×11  ×11  ×8]

FOR NOW, I'LL KEEP BOTH 6P AND 3M AS HEAD CANDIDATES. IF YOU DRAW 5S CHT 3M TO GET THE RYAN/MEN WAIT.

東1局 西家 7巡目

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「シケンテン」 [し × 18 ケ × 15 テン × 11 お × 11 け × 8]

IT IS FOOLISH TO GO FOR BAD WAIT 456 SANSHOKU. HERE FIXING 65 AS THE HEAD IS THE BETTER CHOICE, AND IF YOU CAN COMPLETE THE PINZU SHAPE FIRST, YOU GET MENTANPIN. YOU CAN ALSO SEE THE POSSIBILITY OF 234 SANSHOKU.

[第1局 西家 4番目]



1 シャンテン [ x 15  x 15  x 11  x 11]

LOOKING AT THE 678 SANSHOKU, YOU CAN THINK OF CUTTING EITHER 8M OR 7P. THERE'S NOT MUCH DIFFERENCE WHEN CONSIDERING THE HAND WIN RATE, BUT IF YOU INSTEAD LOOK AT THE ODDS OF GETTING SANSHOKU YOU CAN SEE A DIFFERENCE. FUTURE SHAPES ARE SHOWN BELOW.



LET'S CONSIDER THE TENPAI SHAPE. IF YOU DROP 8M EARLY, IT'S GOING TO BE EASIER TO WIN ON 9M AND MISS SANSHOKU. IF YOU DROP 7P EARLY, IT'S GOING TO BE EASIER TO WIN ON 8P AND GET SANSHOKU. IT'S ALSO SAFER TO DROP 7P BEFORE 8M.

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Q 124

[東1局 東家 7巡目]



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Q 125

[東1局 東家 7巡目]



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Q 126

[東1局 東家 7巡目]



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->SIMPLIFICATION OF THE RULES->
->UNIFICATION OF THE RULES->
TO INCREASE THE NUMBER OF
PLAYERS. IT'S OFTEN TALKED
ABOUT, BUT UNFORTUNATELY IT'S
NOT PROGRESSING AT ALL.



[東1局 東家 7巡目]

A 124



2シャンテン [ ×27  ×27  ×27  ×24  ×23  ×23]

THE MANZU SHAPE IS WAITING ON 3 TILES, 2-5-7M. BECAUSE YOU HAVE 6 BLOCKS, DROP THE ONE THAT PREVENTS TANYAO TO INCREASE THE VALUE OF THE HAND.

東1局 東家 7巡目

A 125



「シエンテン」 \times 12 \times 12 \times 12 \times 12 \times 12 \times 12

THE CHOICE IS BETWEEN 6P AND 8M.
BY DROPPING 6P ALL YOUR POSSIBLE DRAWS WON'T PRODUCE REDUNDANT BLOCKS, AND ON 3P DRAW YOU CAN GET A WIDE 11SHANTEN.
ALSO DON'T FORGET THAT YOU CAN ALWAYS REPURPOSE THE PEI TRIPLET INTO A HEAD.

「東1局 東家 7巡目」

A 126



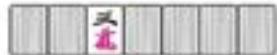
1 シャンサン [ x 12  x 12] 2 シャンサン [ x 24]

IF YOU KEEP 6P, YOU CAN GET A GOOD PINFLUISHANTEN BY DRAWING 5TP.
→FLOATING TILES ONE AWAY FROM SEQUENCES ARE STRONGS-

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Q 127

[東1局 西家 4巡目]



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Q 128

[東1局 西家 4巡目]



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Q 129

[東1局 西家 7巡目]



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MY FRIEND STOPPED AT HIS FIRST PINFU. HE DIDN'T UNDERSTAND THE RULES ABOUT THE PAIR!



東1局 西家 4巡目



1 シャンテン [× 16 × 16 × 12 × 8]

I DON'T WANT TO BE STUCK WITH A KANCHAN AT TENPAI, SO I'M AIMING AT EITHER DRAWING 7P OR GROWING THE MANZU SHAPE. IT'S EASY TO GET PINFLI FROM HERE.

東1局 西家 4選目



1シャンテン [×12 ×12 ×8 ×8] 2シャンテン [×70]

BECAUSE OF THE BAD PINZU WAIT, I WANT TO EXTEND THE DORA-RELATED MANZU INTO 2 BLOCKS. IF YOU HAPPEN TO DRAW MANZU WITHOUT FIRST DISCARDING 68P, YOU'D END UP WITH 6 BLOCKS. I'D RATHER HAVE THE 8S IN THAT CASE, SO I DROP THE PINZU NOW. IT'S STILL EARLY, SO IT'S NOT A PROBLEM TO CHASE A GOOD WAIT EVEN IF YOU'RE GOING BACK TO 2-SHANTEN.

[東1局 西家 7巡目]



1 シャンテン [$\begin{smallmatrix} 1 \\ 1 \end{smallmatrix} \times 19$ $\begin{smallmatrix} 1 \\ 2 \end{smallmatrix} \times 19$ $\begin{smallmatrix} 1 \\ 1 \end{smallmatrix} \times 16$ $\begin{smallmatrix} 1 \\ 1 \end{smallmatrix} \times 15$]

CUTTING 3S TO GET THE RYANMEN-KANCHAN ON 2-5-7S MAY LOOK GOOD. YOU'D ALWAY GET PINFU FOR AT LEAST 3900 POINTS ON RIICHI, BUT SINCE THERE IS NO BIG DIFFERENCE IN WIN RATE BETWEEN 8S AND 3S, YOU CUT 8S TO KEEP THE JIPEIKOU CHANCE. IT IS SIMPLY BASIC TO GO FOR THE MOST VALUABLE HAND WHEN THERE AREN'T BIG DIFFERENCES IN SPEED. HERE, THE MAXIMUM EXPECTED VALUE LIES IN KEEPING JIPEIKOU MENTANPIN OPEN.

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Q 130

[東1局 東家 7巡目]

**Q 131**

[東1局 西家 7巡目]

**Q 132**

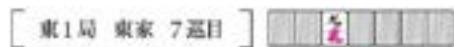
[東1局 西家 7巡目]



THE DIFFICULT PART
IS SCORING
->FLUSH- AND ->HAN->
WE PUT THEM TOGETHER,
BUT HOW MANY PEOPLE
KNOW THE EXACT
CALCULATIONS?



[東1局 東家 7巡目]



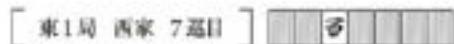
A 130

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1シャンテン [1×16 2×12 3×12 4×12]

THE WIDE IISHANTEN FROM CUTTING 55 IS INTRIGUING, BUT YOU SHOULD MOVE FORWARD WHILE LOOKING AT 345 SANSHOKU AND DOUBLE TON. IF YOU CAN FIX IT, YOU CAN CHI TO GET TENPAI. THE QUESTION IS NOW WHICH TILE TO CUT FIRST, IF 1P OR 2S. IF YOU HAPPEN TO DRAW 55 OR 65, IT'D BETTER IF YOU HAD 1-3-5P SHAPE, SO LET'S CUT 2S FIRST.
IF YOU REMEMBER → IF THERE IS A POSSIBILITY OF NO YAKU OR NO DORA, FIX THE SHAPE WITH AKAS! YOU'LL MAKE FEWER MISTAKES.

[東1局 西家 7巡目]



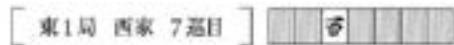
A 131

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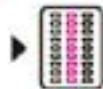
1シャンテン [1×12 2×12] 2シャンテン [1×53 2×35]

NO MATTER WHAT YOU DROP, YOU HAVE AN IISHANTEN WITH A BACKFIRE CHANCE. HERE, I'M CERTAIN TO FIX THE SEQUENCE. IF YOU DRAW 1-4M YOU CAN RIICHI IMMEDIATELY WAITING ON 6P KANCHAN. CUTTING 1P OR 5S BRINGS YOU BACK TO 2-SHANTEN, AND IT ISN'T WORTH BECAUSE TANYAO STILL ISN'T CONFIRMED ANYWAY.

[東1局 西家 7巡目]



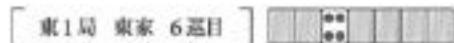
A 132

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2シャンテン [1×49 2×46 3×43 4×27]

IF YOU LEAVE THE SOUZU SHAPE AS IT IS, IT'S A RYANMEN-KANCHAN WAITING ON 3-6-8S. BUT SINCE YOU'RE 2 SHANTEN WITHOUT A HEAD, YOU SHOULD CUT IT. IF YOU DRAW 8S, YOU CAN CHOOSE TO USE 5S AS THE HEAD.

[東1局 東家 6巡目]



A 133

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1シャンテン [88×16 88×15 88×12 88×11 88×11 88×8]

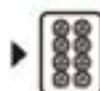
ON 4S-6S CHI, YOU GET A GOOD WAIT, WAITING ON 6S-9S RYANMEN. YOU CAN ALSO CALL PON ON 7P-7S TO GET INTO TENPAI. THE BASIC RULES ARE →SET THE HAND TO GET A GOOD WAIT TENPAI→, →SET THE HAND TO GET TENPAI FROM PON→. SINCE IT'S NOT EASY, REMEMBER THIS SHAPE.

[東1局 東家 4巡目]



A 134

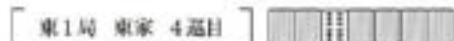
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1シャンテン [88×11 88×11 88×11 88×11]

BECAUSE YOU'RE DEALER WITH 1 DORA, THE BASIS IS TO CALL INSTANT RIICHI. AS THE NUMBER OF RYANMEN IMPROVEMENTS BETWEEN 79M AND 68P IS THE SAME, KEEP THE ONE CLOSEST TO THE EDGE TO IMPROVE WINRATE.

[東1局 東家 4巡目]



A 135

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1シャンテン [88×15 88×15 88×15 88×15]

IF YOU WANTED PINFU, YOU'D CUT THE KANCHAN WITH THE LEAST IMPROVEMENTS POSSIBILITIES (79M). BUT SINCE YOU HAVE 7700 MINIMUM HAND WITH RIICHI, TENPAI SHAPE IS GIVEN PRIORITY.

IF YOU THINK THAT BY KEEPING 5P YOU'RE ONLY WAITING FOR 36P "36P IMPROVEMENT" I.E. AFTER DRAWING 4P, YOU STILL GET A MEDIOCRE (CENTRAL) WAIT, WHILE DRAWING 8P INTO 69P WAIT IS STRONG, YOU SHOULD BE ABLE TO CUT IT WITH EASE.

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Q 136

東1局 西家 7巡目



Q 137

東1局 西家 7巡目



Q 138

東1局 西家 6巡目



HOW CAN IT BE EASY TO MEMORIZE THE NUMBERS WITHOUT CORRELATIONS?
WHY WOULD YOU CALL SOMETHING YOU WORKED HARD FOR EASY?



東1局 西家 7巡目



1シャンテン [×25 ×23 ×18]

YOU HAVE A RYANKAN IN MANZU THAT INCLUDES IIEIKOU. EVEN WHEN LOSING 30% OF ACCEPTED TILES, IT IS BETTER. YOU SHOULD SEE THAT -SIZE ISN'T EVERYTHING-

東1局 西家 7巡目

A horizontal row of Japanese playing cards, likely from a standard 52-card deck. The cards are arranged from left to right, showing a variety of suits (diamonds, hearts, spades, clubs) and values (aces, twos, threes, etc.). Some cards are partially obscured by others.



[シャンテン [×12 ×12 ×8 ×8 ×8 ×8]

SINCE THE SHAPE ISN'T TOO GOOD, I WANT TO ADVANCE WHILE KEEPING 2 PAIRS. WHEN ONE OF THEM BECOMES A TRIPLET, THE OTHER BECOMES THE HEAD. THAT'S A TYPICAL SHAPE COVERED BY THE 2 HEADS THEORY.

東1局 西家 6巡目



1 シャンテン [× 12 × 12 × 12]

DROPPING THE 5P-7P KANCHAN BRINGS YOU BACK TO 2-SHANTEN. BECAUSE IT ACCEPTS DORA, I KEEP IT. HERE, I WANT TO CUT 2S TO KEEP THE 3-SIDED WAIT ON MANZU IF I HAPPEN TO DRAW A PAIR IN PINZU.

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Q 139

東1局 東家 7巡目



Q 140

東1局 東家 7巡目



Q 141

東1局 東家 5巡目



HOW MANY FU IS TON WORTH?
2? 4? PLEASE UNIFY
THE RULES!!



[東1局 東家 7巡目]



1シャンテン [二 × 16 一 × 16 三 × 16 四 × 12]

FIX THE RYANMEN THINKING OF THE FINAL TENPAI SHAPE. IF YOU CUT 6M, 3M IS EASIER TO GET DUE TO >SUJI, BUT SINCE MAHJONG IS A GAME OF TSUMO, IT IS BETTER TO DROP 7P AND GET THE BETTER SHAPE.
IN MODERN MAHJONG, →FIX THE GOOD SHAPE AND WORK ON THE BAD ONE←

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[東1局 東家 7巡目]



1シャンテン [二 × 16 一 × 16 三 × 16 四 × 12]

IF YOU'RE AIMING FOR PINFU, YOU SHOULD CUT 8P AND KEEP THE RYANKAN, BUT IT IS INTERESTING ALSO TO CUT 6M AND CHASE 234 SANSHOKU. THERE ARE OTHER GOOD POINTS ABOUT CUTTING 6M, LIKE MOVING TOWARDS TANYAO AND MAKING >SUJI 3M EASIER TO WIN. EVEN WHEN DROPPING 8P, YOU HAVE 3/4 PROBABILITY TO END UP DROPPING 6M ANYWAY.

A 140

[東1局 東家 5巡目]

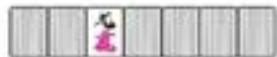


2シャンテン [二 × 28 一 × 28 三 × 24 四 × 24 五 × 24]

TO ADVANCE WITH 2 HEADS, THE CHOICE IS BETWEEN 2M AND 2P. THEY BOTH LOOK GOOD, BUT LET'S COMPARE THEM WHEN DRAWING EITHER 8M OR 6P AND MAKING A TRIPLET. IF YOU CUT 2M, YOU'LL HAVE ONE BLOCK TOO MUCH. THIS IS EASY TO SEE WHEN KNOWING THE 3-TILES WEAK-SHAPE THEORY: YOU HAVE 5 MANZU AND 4 PINZU, SO IT IS CORRECT TO LEAVE ONLY 3 PINZU.

Q 142

[東1局 西家 7巡目]



Q 143

[東1局 西家 7巡目]



Q 144

[東1局 西家 7巡目]



THERE ARE MANY PEOPLE THAT
SAY IT IS NECESSARY TO KNOW
FU, BUT THE BIGGEST NO RATE
PARLOR IN NAGOYA USES 30
FU FOR ALL HANDS



[東1局 西家 7巡目]



1シャンテン [1×16 3×16 2×12]

IF YOU CUT 25, YOU'LL HAVE THE POSSIBILITY TO USE AKA SS, BUT IT'S BETTER NOT TO BET ON THAT. THE 9P AND 25 SHANPON IS STRONG, SO I'LL CUT 6S. IT'S EASY TO GET EXTRA FU AND HAS THE BEST POINT INCREASE.

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[東1局 西家 7巡目]



1シャンテン [1×15 3×15 2×11]

IF YOU FIX THE RYANKAN, YOU HAVE 8 TILES OUT OF 15 THAT GIVE YOU PINFLU. THE 2S AND 9P SHANPON ISN'T A BAD WAIT, BUT SINCE YOU HAVE NO DORA I WANT TO GET AT LEAST PINFLU.

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[東1局 西家 7巡目]



1シャンテン [1×15 3×15 2×11]

CONSIDERING SPEED AND VALUE, IT IS BEST TO CONFIRM TANYAO. LOOK FORWARD TO 234-6785 DRAWS.

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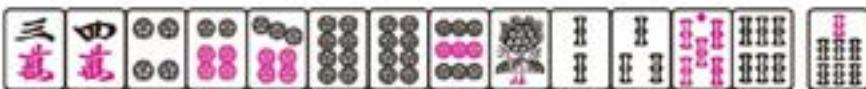
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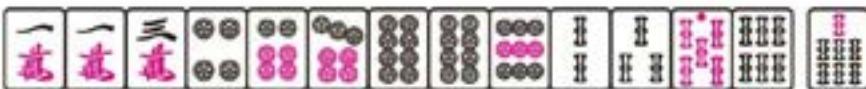
Q 145

東1局 西家 5巡目



Q 146

[東1局 西家 5巡目]



Q 147

東1局 西家 5巡目



NO FU, DON'T YOU THINK
IT'S SIMPLER?
THIS WAY YOU WON'T COUNT
THE CONDITIONS TO IMPROVE
PLACEMENT IN ALL LAST
WRONG



[東1局 西家 5巡目]



A 145

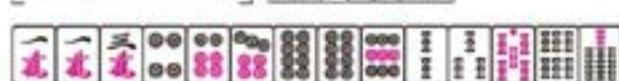
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1シャンテン [×29 ×27 ×17 ×15 ×15]

THERE ARE 3 COMPLETED SEQUENCES. AIM FOR PINFLU. IF YOU CUT 4P, YOU'LL GET A HEAD ON 5-8P, 6-9P DRAWS.

[東1局 西家 5巡目]



A 146

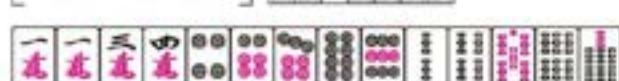
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120



1シャンテン [×15 ×12 ×11]

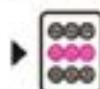
BECUSE YOU HAVE AKA 55, YOU CAN MOVE FORWARD WITH THE MAXIMUM ACCEPTANCE. YOU CAN SEE A RYANMEN-PENCHAN ON THE PINZU. IF YOU FIRST DRAW 5P OR 7P, YOU'LL GET PINFLU. IF YOU DRAW 1-4S FIRST, CALL RIICHI ON 5P IF YOU'RE THE FIRST TO DO SO.

[東1局 西家 5巡目]



A 147

151
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180



1シャンテン [×12 ×12 ×12 ×12 ×8 ×8]

LEAVE THE SOUZU BECAUSE THEY HAVE MANY IMPROVEMENTS, LIKE RYANMEN ON 5-6-8S DRAWS, OR A LONG RYANKAN ON 9S. HERE, I WANT TO TREAT EITHER 4P OR 9P AS FLOATING TILES. DRAWING 3P GIVES YOU RYANMEN, DRAWING 4P GIVES YOU TANYAO WHEN DROPPING 1M HEAD, 5P IS FURITEN BUT IT'S ON 3 SIDED WAY (AND YOU COULD ALWAYS DROP THE SOUZU TILES DESPITE FURITEN).

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Q 148

[東1局 西家 6巡目]



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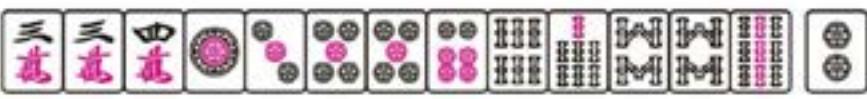
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Q 149

[東1局 東家 7巡目]



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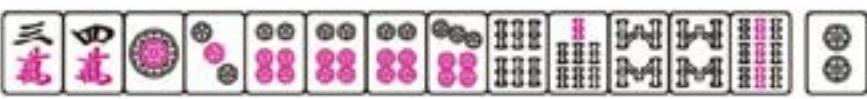
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Q 150

[東1局 東家 7巡目]



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IT'S PRESUMPTUOUS TO TRY TO
UNDERSTAND EVERYTHING
ABOUT MAHJONG,
BUT I JUST WANT YOU TO KNOW
THE COOL THINGS.



[東1局 西家 6巡目]



A 148

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1シャンテン [1M × 11 1P × 11]

FOR NOW, MOVE TOWARDS THE INSIDE TILES . THE ONLY BACKFIRE IS 3M.
AFTER THIS, THE INTENTION IS TO DROP 89M BECAUSE I DON'T WANT A BAD
WAIT TENPAI. ALSO, IF YOU WERE TO DRAW 7M, YOU'D CUT 1M ANYWAY, SO
CUT IT FIRST... THE TRICK IS TO THINK ABOUT THAT.

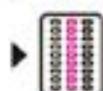
[東1局 東家 7巡目]



1シャンテン [1M × 15 1P × 15 1S × 11 1D × 11]

FOR NOW, FIX THE RYANMEN. FORESEE THE AKA 5M DRAW. EXPECT TO MAKE
A HEAD OUT THE SOUZU AND AVOID THE 7S PENCHAN RIICHI.

[東1局 東家 7巡目]



1シャンテン [1M × 29 1P × 25 1S × 25 1D × 21 1S × 17 1D × 17]

TAKE ADVANTAGE OF THE GOOD SHAPES IN MANZU AND PINZU. KEEP ACCEP-
TANCE FOR ALL 3 AKA TILES, AND GET TANYAO ON 4P DRAW.

アバウト何切る理論③

5ブロック理論 その1

[例題]

2シャンテン [六×24 三×24 四×24 五×22 中×22 中×18]

A WINNING HAND IS MADE UP BY 4 SEQUENCES/TRIPLETS AND ONE HEAD. WE THINK OF THEM AS 5 BLOCKS:



OUTSIDE OF KOKUSHI OR CHITOI, ALL WINNING HANDS ARE IN THIS SHAPE. NO MORE, NO LESS THAN 5 BLOCKS.
MASTERING THIS THEORY WILL GREATLY IMPROVE YOUR EFFICIENCY.

AS AN EXAMPLE, LET'S USE THE HAND ABOVE. IF YOU DIVIDE IT IN BLOCKS, YOU HAVE THIS

YOU GET 6 BLOCKS. THIS STATE, HAVING ONE MORE BLOCK THAN NEEDED, IS CALLED ~EXCEEDING BLOCK~

TO GET A WINNING SHAPE, YOU'LL HAVE TO DROP ONE. THAT'S THE IDEA BEHIND THE ~5 BLOCKS THEORY~. THE ADVANTAGE OF THIS IS THAT YOU WON'T HAVE USELESS TILES WHEN ADVANCING IN SHANTEN.

IN THIS CASE, THE WEAKEST BLOCK IS THE 135 KANCHAN, SO IT IS CORRECT TO DROP IT.

~EXCEEDING BLOCK~, ~2-SHANTEN~
IF YOU FOCUS ON THESE CONCEPTS,
YOU'LL ONLY NEED A GLANCE TO
SOLVE THIS PROBLEM.



アバウト何切る理論③

5ブロック理論 その2

[例題]



2シャンテン [1M × 37 2M × 37 3M × 37 4P × 37 5P × 37 6P × 37 7S × 37 8S × 37 9S × 37 10S × 37]

THE BLOCK DIVISION IS SHOWN BELOW:



BECAUSE YOU HAVE 6 BLOCKS, YOU'RE IN →EXCEEDING BLOCK←. IF YOU CUT THE WEAKEST ONE, YOU'LL GET THE CORRECT ANSWER.

THE QUESTION IS NOW →WHICH BLOCK IS THE WEAKEST?←
YOU COULD SEE A 123 SANSHOKU, BUT SANSHOKU USES BY ITSELF 3 GROUPS:



THE WINNING SHAPE IS 4 BLOCKS + 1 HEAD, SO YOU'RE LEFT WITH 1 BLOCK AND A HEAD.

HOWEVER, YOU ALREADY HAVE 3 STRONG BLOCKS OUTSIDE THE SANSHOKU ONES. 678M IS ALREADY COMPLETED, AND BOTH 56P AND 57S CONTAIN AKA DORA. IF YOU'LL GET SANSHOKU, YOU'LL HAVE TO DROP AKA, SO DON'T GO FOR IT. IT IS BETTER TO GIVE PRIORITY TO AKA AND DROP THE PENCHAN 125 BLOCK.

→IF YOU HAVE 3 STRONG BLOCKS OUTSIDE THE SANSHOKU, DON'T GO FOR IT←

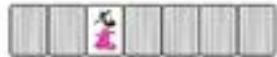
ONCE YOU GET USED TO
IT, YOU'LL HAVE SOME
IDEA OF THE ODDS OF A
SUCCESSFUL HAND
YAKU.



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Q 151

[東1局 東家 7巡目]



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Q 152

[東1局 東家 7巡目]



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Q 153

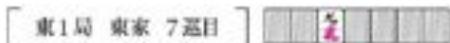
[東1局 東家 7巡目]



I LOVE RAMEN, BUT TO TELL
YOU THE TRUTH, I DON'T
LIKE GREEN ONIONS.



[東1局 東家 7巡目]



A 151



RIICHI

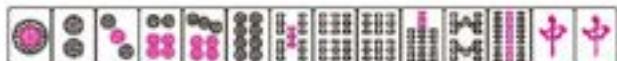
テンパイ [2x2x8] 1シャンテン [2x21]

WHEN DEALER WITH A RYANMEN WAIT, IT'S INSTANT RIICHI EVEN WITHOUT DORA, ESPECIALLY IF YOU'RE THE FIRST IN TENPAI. WITH THIS HANDS, YOU CAN ALSO GET AKA SP TO INCREASE THE VALUE.
DEALER RIICHI NOMI IS WORTH 2000 ON RON.
IF YOU RIICHI MENPIN, IT'S ONLY NATURAL TO RIICHI THIS HAND TOO.

[東1局 東家 7巡目]



A 152



RIICHI

テンパイ [2x2x7] [2x2x7] [2x2x4] 1シャンテン [2x22]

ACCORDING TO STATISTICS, HONOR SHANPON RIICHI AND RYANMEN RIICHI HAVE THE SAME WIN RATE (SOURCE: FUKUCHI'S BOOK). IF SO, THIS HAND IS AN OBVIOUS SHANPON RIICHI.

[東1局 東家 7巡目]



A 153



1シャンテン [2x2x19] [2x2x19] [2x2x19] [2x2x15]

THE ACCEPTANCE FROM CUTTING 6S, 8S AND 9S IS THE SAME, AND YOU CAN ALWAYS CALL PON ON CHUN WITH ANY OF THEM.
THEN CUT 9S TO GET IPEIKOU IF YOU HAPPEN TO DRAW 7S.

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Q 154

[東1局 東家 6巡目]



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Q 155

東1局 東家 6巡目



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Q 156

東1局 東家 6巡目



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I THOUGHT HE'D GET MAD IF I SAID
-> I DON'T LIKE GREEN ONIONS:-.
I WAS RELIEVED TO HEAR THAT SOME
ENTHUSIASTS INSIST
-> WE DON'T NEED THEM!:-



[東1局 東家 6巡目]



A 154

001
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/ 060061
/ 090091
/ 120121
/ 150151
/ 180181
/ 210211
/ 240241
/ 270271
/ 301

1シャンテン [7P × 16 11S × 12 14W × 8]

THIS HAND RELIES ON CHUN, SO YOU WANT TO KEEP THE 7S PAIR. TO KEEP BALANCE, IT IS BETTER TO KEEP 8S TOO. THE CORRECT ANSWER IS MOVING STRAIGHTFORWARD TO THE WIDEST II-SHANTEN BY CUTTING 7P, AND IF YOU GET 89S BEFORE OTHER TILES, CALL RIICHI ON KANCHAN 2P.

[東1局 東家 6巡目]



A 155

121
/ 150151
/ 180181
/ 210211
/ 240241
/ 270271
/ 301

2シャンテン [7P × 28 11S × 27 14W × 25 18B × 24 19H × 24 13D × 23]

IF YOU DIVIDE THE PINZU IN BLOCKS, YOU CAN SEE 13P, 567P, 66P, SO YOU HAVE 6 BLOCKS. THIS HAND RELIES ON CHUN, SO YOU WANT THE BEST SHAPE AFTER CALLING IT. IT'S ADVANTAGEOUS TO KEEP 3 PAIRS, SO CUT THE WEAKEST KANCHAN BLOCK. IF YOU CUT FROM THE OUTSIDE THE BACKFIRE IS 2P, WHILE YOU CAN STILL ACCEPT 4P.

[東1局 東家 6巡目]



A 156

181
/ 210211
/ 240241
/ 270

1シャンテン [7P × 16 11S × 15 14W × 13 19H × 9]

YOU ARE READY TO CALL THE CHUN. IF YOU THINK OF THE SHAPE AFTER CALLING, FIXING THE SOUZU RYANMEN IS THE CORRECT ANSWER. IF I WERE TO CHOOSE, I'D PREFER DRAWING CHUN AND CALLING RIICHI, BUT YOU SHOULD INSTANT RIICHI ALSO 4P-6P DRAWS.

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Q 157

[東1局 東家 7巡目]



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Q 158

[東1局 西家 7巡目]



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Q 159

[東1局 西家 7巡目]



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241
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301

CHILLED CHINESE NOODLES WITH
MAYONNAISE IS PART OF NAGOYA'S
CULTURE, SAID TO HAVE BEEN
STARTED BY SUGAKIYA

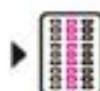


[東1局 東家 7巡目]



A 157

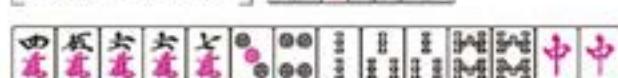
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2シャンテン [×37 ×33 ×33 ×27 ×27 ×27]

YOU HAVE 6 BLOCKS, SO DROP ONE TO GET BACK TO 5. I'D LIKE TO CUT CHUN TO GET PINFLU, BUT IF YOU GET CHUN AND AKA THAT'S A MANGAN, SO KEEP THE POSSIBILITY OPEN.

[東1局 西家 7巡目]



A 158

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120



2シャンテン [×37 ×33 ×33 ×27 ×27 ×27]

6 BLOCKS. IF YOU CAN GET TANYAO PINFLU, YOU HAVE A DAMA MANGAN.
→ IF THERE ARE AT LEAST 2 HAN OF DIFFERENCE, AIM BIG! → THAT'S THE USUAL MINDSET. YOU CAN CALL AKA AND GO FOR OPEN TANYAO EVEN ON A SHANPON WAIT.

*MAXIMUM DIFFERENCE IS 2 HAN BECAUSE PINFLU TANYAO > RIICHI NOMI (CHUN HEAD)

[東1局 西家 7巡目]



A 159

181
/
210



1シャンテン [×19 ×19 ×17 ×17 ×15 ×8]

THIS IS A HAND THAT IS WAITING ON 3 TILES IN PINZU BY CUTTING 5P OR 6P, BUT THERE IS A HIGH POSSIBILITY OF TENPAI ON KANCHAN. IN THIS CASE, THE MAXIMUM IISHANTEN ACCEPTANCE IS NOT THE BEST CHOICE. IT IS BETTER TO HOPE FOR A 1-4-7P DRAW TO GET A RYANMEN WAIT. THE ODDS OF TSUMO AND IIPEIKOU ARE INCREASED, SO IT GIVES BETTER EV.

211
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240

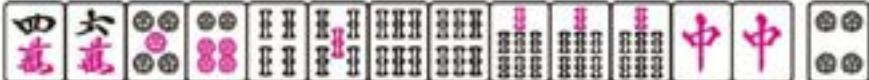
241
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Q 160

[東1局 西家 8巡目]



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Q 161

[東1局 西家 8巡目]



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Q 162

[東1局 西家 8巡目]



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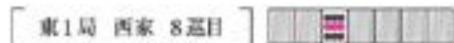
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ISN'T SUGAKIYA'S INFLUENCE INCREDIBLE? BECAUSE NOWADAYS, EVEN SCHOOL LUNCHES AND CONVENIENCE STORE CHILLED CHINESE NOODLES COME WITH MAYONNAISE?!



[東1局 西家 8巡目]



A 160

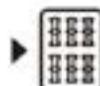
001
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テンパイ [13×4] 1シャンテン [13×20]

456 SANSHOKU IS CONFIRMED. 2 HAN WITHOUT ANY DORA IS JUST 2600 WHILE DAMA, SO CALL RIICHI FOR 5200 EVEN WITH A BAD WAIT. IF YOU INSTEAD CUT CHUN YOU GET TANYAO BUT MAY LOSE SANSHOKU, SO THERE'S NO REASON FOR IT.

[東1局 西家 8巡目]

A 161

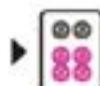
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1シャンテン [13×16 13×12 13×8]

YOU HAVE YAKUHAI AND SANSHOKU POSSIBILITIES. WITH ONE AKA AND AKA ACCEPTANCE, IT'S NOT SMART TO GO BACK TO 2-SHANTEN AT THE 8TH TURN BY DROPPING CHUN. YOU CAN ALSO USE IT TO OPEN THE HAND FOR A QUICK WIN.

[東1局 西家 8巡目]

A 162

181
/ 210

1シャンテン [13×17 13×17 13×17 13×17 13×13 13×11]

GETTING BOTH YAKUHAI IS GOING TO BE HARD. PROCEED WITH THE AIM OF GETTING A 3-SIDED WAIT IN PINZU. CONSIDERING THE INCREASED TSUMO CHANCE AND THE AKA, THE ESTIMATED VALUE IS GOOD. IN A STANDARD SITUATION, I'LL CUT 6P FIRST BECAUSE IT'S MORE DANGEROUS LATER.

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Q 163

[東1局 南家 8巡目]



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Q 164

[東1局 南家 5巡目]



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Q 165

[東1局 南家 4巡目]



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MY HIGH SCHOOL SELF WAS
REALLY GRATEFUL TO
SUGAKIYA'S RAMEN



[東1局 南家 8巡目]



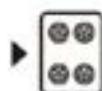
1シャンテン [二 × 12 五 × 12 八 × 12] 2シャンテン [三 × 69]

A 163

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IT'S NOT ALWAYS POSSIBLE TO PON CHUN AFTER THE 8TH TURN, BUT IF YOU CAN COMPLETE THE KANCHAN YOU'LL HAVE A GOOD WAIT TENPAI, SO I WANT TO KEEP IT AS FAR AS POSSIBLE. WAITING FOR 47P RYANMEN IS TOO SLOW.

[東1局 南家 5巡目]

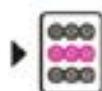


2シャンテン [二 × 29 八 × 29 九 × 18 三 × 15] 3シャンテン [中 × 67]

A 164

IT'S NOT WORTH TO KEEP BOTH 4P AND 7P, SINCE ON A 3P DRAW YOU'D HAVE TO DROP DORA, IT'S BETTER TO CUT 4P AND FIX DORA 2P AS HEAD. YOU HAVE BOTH YAKUHAI AND CHITOI POSSIBILITIES OPEN.

[東1局 南家 4巡目]



2シャンテン [二 × 27 三 × 27 四 × 27 八 × 25 九 × 22]

A 165

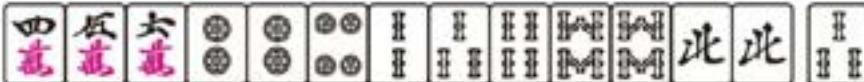
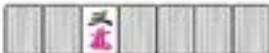
TAKEN FROM A PRO MAHJONG NEWSPAPER. THE ANSWER THERE WAS TO CUT 9M, BUT IT IS BETTER TO CUT 9P AND GO BACK TO 5 BLOCKS. YOU CAN SEE THE 567 SANSHOKU, BUT IF NAN ISN'T DROPPED, LET'S SEE WHAT HAPPENS IF WE DRAW PINZU OR SOUZU FIRST. IF YOU HAD CUT 9M, YOU WOULD STILL HAVE THE 6 BLOCKS PROBLEM TO RESOLVE, BUT IF YOU INSTEAD CUT 9P, YOU CAN PROCEED TO A WIDE II-SHANTEN.

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Q 166

〔 東1局 西家 5巡目 〕



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Q 167

〔 東1局 西家 8巡目 〕



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Q 168

〔 東1局 西家 4巡目 〕



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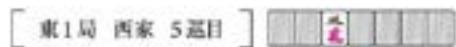
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I DON'T PUT PEPPER ON MY
RAMEN, BUT SUGAKIYA'S RAMEN
GOES TOO WELL WITH IT!



[東1局 西家 5巡目]



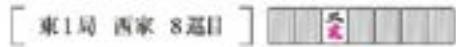
A 166

1シャンテン [$\square \square \times 10$ $\square \square \times 8$ $\square \square \times 6$] 2シャンテン [$\square \square \times 42$]

ACCORDING TO A CERTAIN COLLEGE GIRL'S BOOK ->CUT 4P TO KEEP CHITOI OPEN-, HOWEVER NO MATTER WHAT TILE YOU'LL DRAW, THIS IS NOT A CHITOI HAND. IT'D BE BETTER TO CUT 3S INSTEAD OF THE HALF-WAY 4P, AND IF YOU DON'T WANT TO CUT 3S, YOU SHOULD CUT PEI. CUTTING PEI HERE BRINGS YOU BACK TO 2-SHANTEN, BUT IT'S WORTH IT CONSIDERING THE VALUE OF THE HAND.

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[東1局 西家 8巡目]



A 167

1シャンテン [$\square \square \times 14$ $\square \square \times 12$ $\square \square \times 6$] 2シャンテン [$\square \square \times 42$]

IF IT WERE EARLIER IN THE GAME, I'D CUT PEI. BUT SINCE IT'S THE 8TH TURN, IT'S BETTER TO TAKE 1-SHANTEN. FIX THE PINZU, AS IF THE SOUZU SHAPE GROWS, YOU'LL GET MENTANPIN. IF YOU HAPPEN TO DRAW 2-SP BEFORE THAT, CALL RIICHI ON SHANPON. HONOR SHANPON IS STRONG, SO YOU'RE SUPPOSED TO CALL INSTANT RIICHI ON IT.

[東1局 西家 4巡目]



A 168

2シャンテン [$\square \square \times 24$ $\square \square \times 24$ $\square \square \times 24$ $\square \square \times 22$ $\square \square \times 22$]

6 BLOCKS, 3 PAIRS AREN'T NEEDED, SINCE THE PEI PAIR CAN'T IMPROVE TO A RYANMEN LIKE THE OTHERS, CUT IT.

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Q 169

〔 東1局 南家 7巡目 〕



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Q 170

〔 東1局 南家 7巡目 〕



121
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Q 171

〔 東1局 南家 7巡目 〕



181
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301

SHOPS THAT DON'T HAVE
YUZUKOSHOU HAVE BECOME
REALLY RARE



東1局 南家 7巡目



1シャンテン [$\frac{1}{1}$ ×28 $\frac{1}{1}$ ×16 $\frac{1}{1}$ ×16]

BECUSE IT'S A RYANMEN-RYANMEN IISHANTEN, FIX THE HEAD,
REMEMBER -CHI HAS DOUBLE SPEEDS- -CHI TO LEAVE GOOD SHAPES IN
HANDS-

東1局 南家 7返目



1 シャンテン [$\frac{1}{2}$ × 33 $\frac{2}{3}$ × 16 $\frac{1}{2}$ × 16 黄 × 15 紫 × 15]

FIX THE SEQUENCE BECAUSE YOU HAVE A CONNECTED SHAPE IN MANZU. IF YOU CHI 4-7M, YOU HAVE RYANMEN, IF YOU CHI 4-7P YOU HAVE ARYANMEN OR NOBETAN. CALLING CHI ON 6-9M GIVES YOU A BAD TANKI WAIT SO LET THEM PASS.

東1局 南家 7巡目



A 171

KEEPING 5M(BM) >> KEEPING 3S >> KEEPING 7P.
IF YOU DROP 7P, YOU CAN CHI 47M TO GET 69M WAIT, CHI 69M TO GET 47M
WAIT, CHI 2S TO GET A 14S WAIT, PON 5P TO GET A 58M WAIT.
THIS IS TYPICAL EXAMPLE OF CHOOSING WHAT TO CUT BY THINKING OF THE
SHAPE AFTER FUTURE CALLS.

151
180

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Q 172

東1局 南家 7巡目



031
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Q 173

東1局 南家 7巡目



151
180

Q 174

東1局 東家 7巡目



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211
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ACTUALLY, YUZUKOSHO DOESN'T
CONTAIN ANY PEPPER (KOSHO)



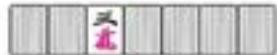
[東1局 南家 7巡目]



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Q 175

[東1局 東家 7巡目]



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060



061
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090

Q 176

[東1局 東家 4巡目]



091
+
120



121
+
150

Q 177

[東1局 東家 4巡目]



151
+
180



181
+
210

211
+
240

YUZUKOSHU IS MADE BY MASHING UP YUZU PEEL AND CHILLI AND SEASONING THEM WITH SALT AND JUICE. THE NAME IS SAID TO COME FROM SOME PARTS OF KYUSHU, WHERE CHILLI IS CALLED "KOSHU".

241
+
270

271
+
301



[東1局 東家 7巡目]



A 175

001
/ 030

1 シャンテン [1 × 28 2 × 28 3 × 25 4 × 25 5 × 24]

AT A FIRST GLANCE IT LOOKS LIKE 2P IS THE WIDEST TILE TO CUT, BUT IT'S ACTUALLY THE 4TH BECAUSE YOU LOSE THE 4 SIDED WAIT IN PINZU. HERE, THE BEST ESTIMATED VALUE IS GIVEN BY TAKING ADVANTAGE OF THAT SHAPE, SO DROPPING 2-3S IS THE CORRECT ANSWER. IF YOU CUT FROM THE INSIDE WITH 3S YOU'LL MISS THE 7700 POINTS TENPAI ON 6S DRAW, SO START BY DROPPING 2S.

[東1局 東家 4巡目]



A 176

001
/ 090

1 シャンテン [2 × 12 3 × 12]

KEEP 234 SANSHOKU ALIVE. 6P TSUMO IS MENTANPIN, SO ITS VALUE IS GOOD ENOUGH. IDEALLY, YOU'D DRAW 5P OR 7P FOR THE SANSHOKU TANYAO.

[東1局 東家 4巡目]



A 177

151
/ 180

1 シャンテン [2 × 12 3 × 12]

TO GET 234 SANSHOKU, YOU'D HAVE TO DROP A GOOD SHAPE BLOCK, SO FORGET IT. FORESEE AKA AND RYANMEN IMPROVEMENTS. IF YOU CAN, GET THE 567 SANSHOKU.

181
/ 210211
/ 240241
/ 270271
/ 301

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Q 178

[東1局 西家 3巡目]



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Q 179

[東1局 東家 5巡目]



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Q 180

[東1局 東家 9巡目]



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210

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240

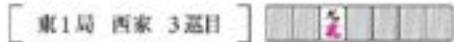
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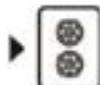
SUGAKIYA FOOD INC. HAS A PRODUCT CALLED -OUR FLAVOUR-, BUT IT HAS A DIFFERENT TASTE, LIKE SOY SAUCE, FROM THE ONE YOU GET AT THE RESTAURANT



東1局 西家 3巡目



A 178



1 シャンテン [×42 ×33 ×33 ×29 ×23]

AIM FOR 789 SANSHOKU AND 11PEIKOU. LET'S CUT 2P BEFORE 5P SO THAT THE 69P WAIT ISN'T OBVIOUS TO THE OTHERS.

東1局 東家 5巡目



A 179

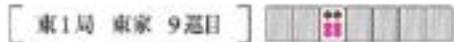


2シャンテン [× 32 × 28 × 28 × 24 × 24]

TO GET THE 567 SANSHOKU, YOU NEED 3 SPECIFIC TILES, 6M 7P 5S, SO IT'S HARD.

IF YOU CUT 8M YOU'RE ENSURED TANYAO, BUT I'D RATHER CUT 5M AND HAVE THE POSSIBILITY TO GET PINFLU BY ALSO DROPPING 2P LATER. THE ONLY TILE THAT YOU SHOULD NEVER DROP HERE IS 7M, AS IT'D BE SIMPLY HALF-ASSED.

東1局 東家 9巡目



A 180



1 シャンテン [×8 ×8 ×8] 2 シャンテン [×65]

CUTTING 5M GIVES YOU A FLEXIBLE HAND, BUT IT'S TOO LATE TO GO BACK INTO 2-SHANTEN. IF YOU DRAW 6M IT'S A PINFLU, AND IF YOU CAN GROW SOUTZU BEFORE IT, YOU'LL GET A PERFECT 11SHANTEN.

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Q 181

〔 東1局 西家 5巡目 〕

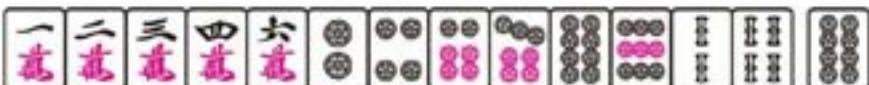


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Q 182

〔 東1局 西家 3巡目 〕



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Q 183

〔 東1局 東家 4巡目 〕



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PROPHECIES KEEP GETTING CORRECTED. FOR EXAMPLE, NOSTRADAMUS END OF THE WORLD IN 1999, INTO THE MAYA ONE IN 2012



[東1局 西家 5巡目]



A 181

001
/ 030

1シャンテン [27 × 27 24 × 24 24 × 24 20 × 20 16 × 16]

AIM FOR 789 SANSHOKU. IT MAY LOOK BETTER TO DROP 5S AND FIX THE RYANKAN, BUT IF YOU LOOK AT THE ACCEPTED TILES THAT GIVE YOU SANSHOKU YOU HAVE: 2P DROP, 4-5-6P FOR 3 KINDS 10 TILES, 5S DROP, 3-5P FOR 2 KINDS 8 TILES. IN ADDITION TO BEING WIDER IN GENERAL, 2P IS ALSO WIDER WHEN LOOKING AT SANSHOKU.

IF YOU DRAW 9P YOU LOSE SANSHOKU AND PINFU, BUT YOU STILL GET A RYANMEN TENPAI WITH AKA, SO GOOD ENOUGH.

ANOTHER POINT AGAINST CUTTING 5S IS THAT IF YOU WERE TO COMPLETE THE MANZU FIRST, YOU'D END UP WITH A KANCHAN, WHILE IF YOU CUT 2P YOU CAN ALSO GET A NOBETAN.

[東1局 西家 3巡目]



2シャンテン [43 × 43 41 × 41 41 × 41 39 × 39 38 × 38]

A 182

121
/ 150151
/ 180181
/ 210

[東1局 東家 4巡目]



2シャンテン [39 × 39 39 × 39 35 × 35 28 × 28 23 × 23]

A 183

211
/ 240241
/ 270271
/ 301

FOLLOWING THE PEAK IISHANTEN THEORY, YOU HAVE GOOD ODDS OF GETTING INTO A PERFECT IISHANTEN WITH ALSO SANSHOKU.

IMAGINE COMPLETING THE PINZU SEQUENCES, IT'S EASY TO SEE THAT YOU WON'T NEED 3S ANYWAY.

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Q 184

東1局 西家 7巡目



Q 185

東1局 西家 7巡目



Q 186

東1局 東家 7巡目



JUST THE MAYAN PROPHECY OF THE
END OF THE WORLD HAS 2012, 2015
AND 2020 DIFFERENT CLAIMS
FOR THE FINAL YEAR.
LET'S WAIT FOR THE OUTCOME (LOL)



[東1局 西家 7巡目]



A 184

001
/
0301 シャンテン [**東** × 14 **南** × 14 **北** × 12 **西** × 8 **自** × 8]

IF YOU DRAW 4P YOU DON'T WANT TO MISS IIPEIKOU. THE MOST FLEXIBILITY IS GIVEN BY 3P-5P CUTS, BUT THE MANZU SHAPE IS BAD, SO WORK ON THAT. IT'S ADVANTAGEOUS TO KEEP 3 HEADS, EVEN FOR JUST CALLING PON INTO TENPAI IF NEEDED.

[東1局 西家 7巡目]



A 185

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1202 シャンテン [**東** × 29 **南** × 29 **北** × 29 **西** × 27 **自** × 27 **四** × 27]

LET'S SOLVE THIS BY APPLYING THE 3 WEAK BLOCKS THEORY. THE THEORY SAYS THAT IT'S BETTER TO HAVE BLOCKS MADE OF 3 TILES, BUT IN GENERAL ALSO THE OTHER ODD NUMBERS LIKE 5 OR 7 WORK FOR MORE COMPLEX SHAPES. BOTH PINZU AND SOUZU ARE ODD (5 AND 5), SO YOU SHOULD CUT FROM THE EVEN MANZU.

NOW THE QUESTION IS WHICH MANZU TO DROP. THE IDEA IS TO HAVE A SHAPE THAT WILL BRING YOU AN IISHANTEN WITH 2 HEADS, SO KEEP 3 HEADS FOR NOW. 3M TAKES IN CONSIDERATION NOT ONLY THE SHAPE AFTER DRAWING A TRIPLET, BUT ALSO AFTER DRAWING 4P.

[東1局 東家 7巡目]



A 186

211
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2401 シャンテン [**東** × 23 **南** × 19 **北** × 19 **西** × 17 **自** × 14 **四** × 14]

PINZU SHAPE IS GREAT, GIVING YOU TENPAI ON 3-4-6-7P DRAWS. YOU COULD SEE A 345 SANSHOKU, BUT SINCE YOU HAVE AKA YOU DON'T NEED IT. FORCING SANSHOKU BY DROPPING 3P OR 6S WILL PROBABLY GIVE YOU A BAD TENPAI.

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Q 187

東1局 西家 6巡目



Q 188

東1局 西家 6巡目



Q 189

東1局 西家 6巡目



AS SCIENCE PROGRESSES, IT
UNCOVERS OLD FALSEHOODS
AND CREATES NEW ONES



[東1局 西家 6巡目]



1シャンテン [×19 ×16 ×15 ×12 ×11]

THE MAXIMUM ACCEPTANCE IS GIVEN BY 3M, BUT IT LEAVES A BAD SHAPE IN PINZU SO I'LL FIX THE 3 SIDED SANMENCHAN IN SOUZU. DRAWING EITHER 5P OR 8P GIVES YOU A PERFECT IISHANTEN.

A 187

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[東1局 西家 6巡目]



1シャンテン [×19 ×15 ×12 ×11 ×8]

THE BEST ACCEPTANCE IS GIVEN BY KEEPING 2 HEADS AND CUTTING 3M. MOVE FORWARD WHILE LOOKING FOR RYANMEN AND 567 SANSHOKU IMPROVEMENTS. DON'T FIX SANMENCHAN IN A RUSH AND LOSE FLEXIBILITY ON THE HEAD.

A 188

[東1局 西家 6巡目]



1シャンテン [×12 ×8] 2シャンテン [×76 ×53]

THE MAXIMUM ACCEPTANCE IS THE 3S CUT, BUT YOU LEAVE BAD SHAPES BEHIND. CUTTING 4S MAKES YOU LOSE SANSHOKU ON 6M AND 4P DRAWS. 3M IS A BALANCED CUT THAT CAN GET YOU SANSHOKU AND STILL KEEPS IISHANTEN. IT ALSO CREATES A GOOD SHAPE WHEN YOU DRAW A PAIR ON MANZU OR PINZU OR COMPLETE THE SANMENCHAN.

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Q 190

[東1局 西家 7巡目]



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Q 191

[東1局 西家 7巡目]



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Q 192

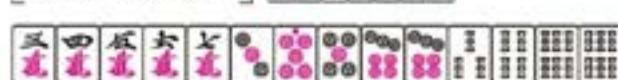
[東1局 西家 7巡目]



EH? IT'S EASY TO MAKE
UFO NIGHT PHOTOS
WITH CG?



[東1局 西家 7巡目]



2シャンテン [3×31 3×31 2×29 1×29 1×27]

A 190

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301

CUTTING 5P MAY LOOK GOOD, BUT YOU HAVE 6 BLOCKS SO IT'S BAD WHEN GOING INTO IISHANTEN. LET'S SEE WHAT WOULD HAPPEN IF YOU WERE TO COMPLETE A SHAPE, LIKE WITH A 65 DRAW:



IF YOU CUT 5P FIRST, THERE ISN'T A GOOD TILE TO CUT NOW, WHILE IF YOU CUT 7P, YOU CAN CUT THE OTHER ONE. YOU KEEP THE AKA AND HAVE ALSO THE CHANCE OF GETTING SANSHOKU.

AT 2-SHANTEN, IT'S BETTER TO COMBINE HEAD CANDIDATES AND BLOCKS THAT CREATE YAKU

[東1局 西家 7巡目]



1シャンテン [4×12 4×12 3×12 3×11 3×11 3×11]

A 191

THIS HAND IS TAKEN FROM -MIKOU BUCHI (ETSUYA TENSHISHI, TAKESHIBO) -.

YOU CAN SEE A SANSHOKU AND A DOUBLE ACCEPTANCE ON 4M. SINCE THE ACCEPTANCE IS NOT MUCH DIFFERENT, IT IS BETTER TO PICK THE TILE THAT GIVES THE BEST TENPAI. -SANSHOKU ON PENCHAN SUCKS- -DRAWING 1M IS BETTER THAN SANSHOKU (PINFU IIPEIKOU)-. CONSIDERING THESE 2 IDEAS, CUTTING THE PENCHAN IS THE BEST MOVE.

[東1局 西家 7巡目]



1シャンテン [4×15 4×15 3×11 1×11]

A 192

AIM FOR 567 SANSHOKU. CUT FROM THE MANZU BECAUSE YOU ALREADY HAVE 5 BLOCKS.

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Q 193

[東1局 西家 7巡目]



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Q 194

[東1局 西家 7巡目]



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Q 195

[東1局 東家 4巡目]



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THESE DAYS, THERE IS A
TENDENCY FOR PHOTOS AND
VIDEOS OF UNKNOWN ORIGIN TO
BE CERTIFIED AS FAKE



東1局 西家 7巡目



1シャンテン [ ×18  ×18  ×16  ×16]

YOU HAVE DORA 3. GIVE UP SANSHOKU, AND AIM FOR THE BEST POSSIBLE TENPAI SHAPE. IF YOU FORCE SANSHOKU, YOU'D DROP 7P OR 9S, BUT IT WILL USUALLY BE INSTANT RIICHI WITHOUT WAITING FOR IT ANYWAY. BECAUSE OF THE WIDE MANZU WAIT, THE TENPAI SHAPE WILL PROBABLY BE A KANCHAN IN SOLITU. IF YOU CUT 9P, YOU HAVE A 50/50 CHANCE OF GETTING A 4 SIDED WAIT.
LET'S FORESEE ALSO 5-65 DRAWS TO MOVE INTO TANYAO.

LET'S FORESEE ALSO 5-6S DRAWS TO MOVE INTO TANYAO.

A 193

181
220

東1局 西家 7巡目



1シャンテン [× 15 × 15 × 13 × 13]

AIM FOR THE 789 SANSHOKU. THE 2 CHOICES ARE 7P AND 9S, BUT IF YOU DROP 7P EARLY IT WILL BE EASIER TO WIN ON 8P KANCHAN LATER ON. CAMOUFLAGE IS OFTEN IGNORED IN MODERN MAHJONG, BUT IF THERE ARE 2 EQUAL CHOICES LIKE THIS HAND, YOU CAN USE IT TO DECIDE.

A 194

東1局 東家 4巡目



2シャンテン [× 27 × 27 × 24 × 24 × 23]

BE CAREFUL NOT TO CUT 3M, A FOOLISH MOVE. LET'S MOVE WHILE LOOKING AT TANYAO AND SANSHOKU. REGARDING SANSHOKU, THE 345 ONE IS BETTER THAN 456. BY CUTTING 6S, YOU CAN MOVE TOWARDS IT AND TANYAO NATURALLY. STARTING WITH 9M DROP WOULD BE TOO MUCH.

A 195

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Q 196

[東1局 東家 8巡目]



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Q 197

[東1局 東家 4巡目]



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Q 198

[東1局 東家 7巡目]



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THERE WAS A TIME BEFORE I
WAS BORN WHEN IT WAS SAID
->PHOTOS DON'T LIE->
IT'S HARD TO IMAGINE
NOWADAYS.



[東1局 東家 8巡目]



1 シャンテン [18x18 14x14 12x12 8x8]

YOU SHOULD FIRST DECIDE IF YOU WANT SANSHOKU OR ITTSU. RATHER THAN THE BAD WAIT SANSHOKU, IT IS BETTER TO GO FOR THE 3 SIDED WAIT ITTSU, IF YOU HAPPEN TO DRAW THE 8M KANCHAN FIRST. THE MAXIMUM ACCEPTANCE IS 8P, AND CLUTTING 9P TO GO FOR SANSHOKU LOSES TOO MANY TILES TO WAIT ON.

A 196

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[東1局 東家 4巡目]



1 シャンテン [36x36 34x34 27x27 11x11 8x8]

IT IS AGAIN A ITTSU VS SANSHOKU PROBLEM. BUT DRAWING 9P GIVES YOU A 2-5-BP 3 SIDED WAIT WITH PINFU AKA, IF YOU THINK ABOUT IT, THE ONLY WAIT TO GET ITTSU IS DRAWING 2P FIRST. HERE, THE BEST ESTIMATED VALUE IS GIVEN BY AIMING FOR SANSHOKU AND TANYAO. EVEN IF 8M IS AT THE EDGE, THERE'S A GREAT DIFFERENCE IN ACCEPTANCE OF 9 TILES COMPARED TO THE TERMINAL 1P.

A 197

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[東1局 東家 7巡目]



1 シャンテン [19x19 15x15 15x15 15x15 15x15]

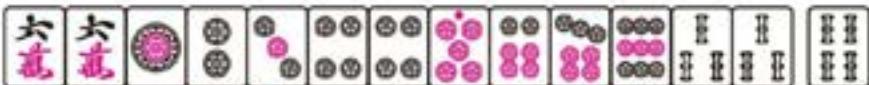


THIS SHAPE IS COMMONLY CALLED -SEPARATED RYANKAN-, WAITING ON 3-BP.

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Q 199

[東1局 東家 7巡目]



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[東1局 東家 7巡目]



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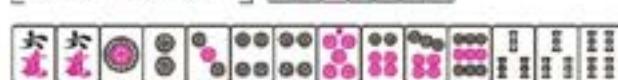
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WE CAN'T FORGET ABOUT
ALCHEMY IF WE WANT TO
TALK ABOUT OCCULT.
ALCHEMY IS THE ATTEMPT TO
REFINE PRECIOUS METALS (ESPE-
CIALL GOLD) FROM BASE METALS.



[東1局 東家 7巡目]



1シャンテン [●×16 □×16 ▲×16 ■×14 ▯×10]

36 AND 4P GIVE THE SAME TILE ACCEPTANCE.

CUTTING 4P MAKES SURE OF ITTSU, BUT SINCE I HAVE AN AKA AND THUS 3900 POINTS MINIMUM EVEN WITHOUT YAKU, I'LL GIVE PRIORITY TO GOOD SHAPE AND PINFU.

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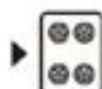
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[東1局 東家 7巡目]



1シャンテン [●×12 □×12 ▲×12 ■×10 ▯×10]

COMPLETING EITHER MANZU OR SOUZU GIVES YOU ITTSU TENPAI. YOU CAN ALSO SEE 456 SANSHOKU AND TANYAO, BUT GIVE PRIORITY TO THE ALMOST COMPLETED ITTSU.

A 200

[東1局 東家 7巡目]



2シャンテン [▣×24 ▯×20 ▲×20 ■×20 □×20]

YOU HAVE 6 BLOCKS. AIM FOR ITTSU IIISHANTEN, AND CUT THE MANZU KANCHAN. DROP IT STARTING FROM 8M, SINCE IT'S ON THE OUTSIDE, BUT IF YOU HAD A SURE ITTSU IT'D BETTER TO START FROM THE INSIDE WITH 6M.

A 201

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210

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Q 202

〔 東1局 東家 1巡目 〕

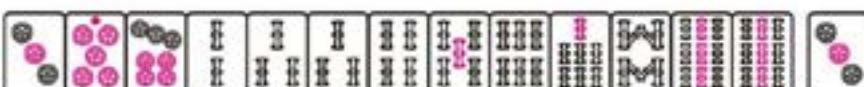


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Q 203

〔 東1局 西家 8巡目 〕



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ALTHOUGH ALCHEMY DID NOT PRODUCE GOLD, THE DISCOVERIES MADE IN THE COURSE OF ITS RESEARCH ARE INNOMERABLE, AND THEY HAVE BEEN CARRIED FORWARD INTO MODERN SCIENCE.



[東1局 東家 1巡目]



1 シャンテン [40 × 16]

A 202

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/ 030031
/ 060061
/ 090091
/ 120121
/ 150151
/ 180181
/ 210

FROM THE LOGS OF A CERTAIN DIGITAL PLAYER, HE FIXED THE PAIR AND CUT DORA 9P, BUT THINKING ONLY OF WIN SPEED IS A WRONG WAY TO PLAY. IF YOU THINK OF EXPECTED VALUE, THERE'S NO WAY THAT LOSING ITTSU AND DORA IS THE BETTER CHOICE. IF YOU LOOK FOR ITTSU, IT'S A GOOD IDEA TO MAKE THE HEAD SOMEWHERE ELSE THAN PINZU. EVEN IF YOU END UP MAKING THE HEAD IN PINZU, YOU STILL WANT TO HAVE AT LEAST A DORA IN HAND. THE MAXIMUM EXPECTED VALUE IS THE 8P CUT.

[東1局 西家 8巡目]



1 シャンテン [18 × 15]

A 203

121
/ 150151
/ 180181
/ 210

A BALANCE BETWEEN ITTSU AND TANYAO. DRAWING 15 GIVES YOU ITTSU BY DROPPING 3S, WHILE DRAWING 45 GIVES YOU TANYAO BY DROPPING 9S. IF YOU INSTEAD CUT 3S, YOU WON'T BE ABLE TO GET TANYAO ON 45 DRAW.

[東1局 西家 8巡目]



1 シャンテン [18 × 15]

A 204

211
/ 240241
/ 270271
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THE TILE ACCEPTANCE IS MAXIMUM. ON 6S DRAW, CUTTING ITS SUJI 3S UPGRADES YOUR RYANMEN 1-45 WAIT TO SANMENCHAN 147S.

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Q 205

〔 東1局 西家 7巡目 〕

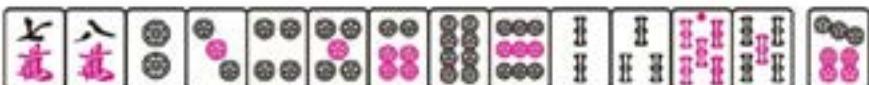


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Q 206

〔 東1局 西家 7巡目 〕



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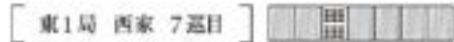
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IN THEORY, IT *IS* POSSIBLE
TO CONVERT MERCURY INTO
GOLD USING MODERN TECH
BUT THAT IT'S MEANINGLESS
SINCE THE PROCESS COSTS
TOO MUCH



[東1局 西家 7巡目]



2 シャンテン [× 23 × 23 × 23 × 22 × 22]

6 BLOCKS, SO ONE TOO MANY. AIM FOR A WIDE ITTSU IISHANTEN.
IF YOU GET A TRIPLET OF 5P, YOU CAN GET THE HAND BELOW AND TRANSITION INTO TANYAO, SO DON'T CLUT IT.



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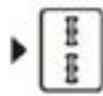
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210

[東1局 西家 7巡目]

A 206



1 シャンテン [× 18 × 18 × 18 × 18 × 16 × 16]

BECAUSE THERE'S ITTSU CHANCE, ONE SEQUENCE BETWEEN 78M AND 23S
MUST GO. IF YOU DROP 25, YOU CAN STILL ACCEPT THE BACKFIRE 4S FOR
A 42 TILES IISHANTEN, SHOWN BELOW



[東1局 西家 9巡目]

A 207



1 シャンテン [× 12 × 12 × 12 × 12 × 12 × 12]

LEAVE ITTSU ALIVE. THE CHOICE IS BETWEEN 4P AND NAN. SINCE IT'S ALREADY
THE 9TH TURN, OTHER PLAYERS MAY BE OR GET TENPAI SOON. SINCE
YOU DON'T WANT TO DROP THE SECOND 4P LATER, DROP NAN PAIR.

->SAFETY NOW RATHER THAN SAFETY LATER-

ALSO, 4P MAKES 1P AND 7P SAFER FOR THE OTHER PLAYERS DUE TO SUJI,
SO KEEP IT TO MAKE IT HARDER TO GUESS YOUR WAIT.

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Q 208

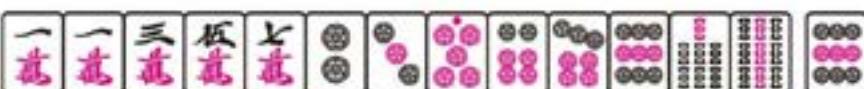
東1局 東家 7巡目



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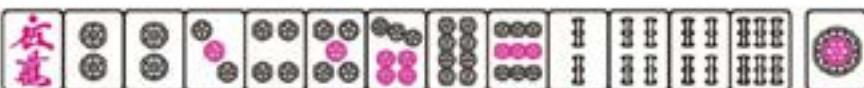
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東1局 東家 7巡目



Q 210

東1局 東家 7巡目

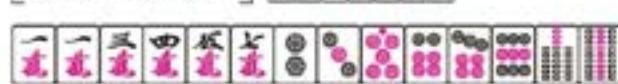


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210

THEY MAKE FUN OF THE OCCULT THESE DAYS, BUT EVEN SHINTARO ISHIHARA, THE FORMER GOVERNOR OF TOKYO, SAID HE WAS LOOKING FOR NESSIE!



[東1局 東家 7巡目]



アバウト何切る理論④

2ヘッド理論

1シャンテン〔×20 ×16 ×12〕

1

THE SHAPE YOU GET BY DROPPING PEI IS CALLED **->PERFECT IISHANTEN-**,
AND THE WAY TO ADVANCE YOUR HAND WHILE AIMING FOR SUCH SHAPE IS
CALLED ->2 HEADS THEORY-.

IF YOU KEEP PEI AS SAFE TILE AND DROP 4S INSTEAD, THAT'S CALLED
→SAKIGIRIS←. YOU HAVE TO JUDGE IF THE LOSS OF 4 ACCEPTED TILES IS
WORTH IT OR NOT DEPENDING ON THE SITUATION.

[牌姿B]	一 本	二 本	三 本	四 本	五 本	六 本	七 本	八 本	◎ ◎	◎ ◎	◎ ◎	◎ ◎	◎ ◎	◎ ◎
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】シャンテン【 × 14 × 14 × 14 × 14】

NO MATTER WHAT TILE YOU CUT, PINZU OR SOUZU, THEY ALL GIVE THE SAME NUMBER OF ACCEPTED TILES.

IF YOU DROP A PAIR, YOU'LL GET PINFLU ON 7P DRAW, BUT YOU'LL BE STUCK IF YOU DON'T GET IT.

THE CORRECT ANSWER HERE IS 8P, WITH 4S AS PAIR THAT CAN CHANGE INTO A RYANMEN ON 3-55 DRAWS. THE IDEA IS TO MOVE FORWARD WITH 2 PAIRS, HOPING FOR ONE TO BECOME A TRIPLET OR TO CHANGE INTO RYANMEN.

THERE WAS A TIME WHEN THE HEAD WASN'T CONSIDERED, AS IT IS EASY TO GET IT ANYTIME, BUT IT IS ACTUALLY VERY IMPORTANT TO HAVE IT READY WHEN ADVANCING YOUR HAND.

TO DECIDE WHAT TO DO, IT IS NECESSARY TO ESTIMATE THE PROBABILITY OF COMPLETING BAD SHAPES AND THE PROBABILITY TO UPGRADE PAIRS INTO RYANMEN



アバウト何切る理論⑤

3ヘッド最弱理論

[牌姿A]



1 シャンテン [12 × 12 12 × 10 10 × 10]
2 2

IF THERE ARE 3 HEAD CANDIDATES, YOU'LL LOSE EFFICIENCY AS THE SHANPON IS ALREADY COVERED BY 2 PAIRS (IE, YOU LOSE 2 ACCEPTED TILES COMPARED TO KANCHAN). THE TRICK IS THUS TO HAVE 2 HEADS WHILE II-SHANTEN. IN THIS CASE, WE WILL USE 'TOITSU HOGUSHI'. IT IS A TECHNIQUE WHERE YOU DROP ONE TILE FROM A PAIR, AND USE ALL THE REMAINING TILES TO GET IMPROVEMENTS TO RYANMEN.

[牌姿B]



2 シャンテン [24 × 24 24 × 24 22 × 22 22 × 22 18 × 18]

BY USING ~TOITSU HOGUSHI~ HERE, THE INSTANT ACCEPTANCE IS INCREASED, BUT THIS ADVANTAGE IS LOST WHEN ADVANCING INTO II-SHANTEN VIA PON. REMEMBER THAT JUST BECAUSE THERE ARE 3 HEADS, THAT DOESN'T MEAN YOU SHOULD CUT ONE. IN THIS CASE IT'S BETTER TO KEEP 3, SO A PON CALL WILL BRING YOU TO 2 HEADS II-SHANTEN.

[牌姿C]



2 シャンテン [34 × 30 30 × 30 24 × 24 24 × 24 24 × 24]

THIS HAND IS TAKEN FROM (B) BUT IT IS CLOSED. NOW YOU CAN SEE A CHIITOI POSSIBILITY

(*THE NUMBER OF ACCEPTED TILES IS BASED ON COUNTING CHIITOI II-SHANTEN AS A VALID II-SHANTEN. IF YOU DON'T COUNT IT, THE ACCEPTANCE IS THE SAME AS ABOVE)

→2 PAIRS ARE STRONG← →3 PAIRS ARE WEAK← →4 PAIRS ARE IN THE MIDDLE, YOU CAN GET CHIITOI←, SO IT IS AGREED WITH THESE POINTS THAT 3 PAIRS IS BAD. THAT'S THE IDEA BEHIND THE →3 HEADS WEAK THEORY←

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Q 211

東1局 東家 5巡目



q 212

東1局 東家 5巡目



0 213

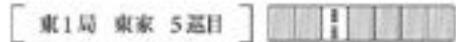
東1局 東家 5巡目



I WONDER IF I SHOULD WRITE
-HOBBY: MAHJONG- ON
MY RESUME



[東1局 東家 5巡目]



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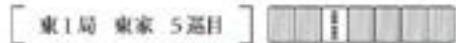


▶ リーチ

テンパイ [×3 ×3]

CHIITOI DORA DORA TENPAI. IT'S OBVIOUS TO TAKE THE 1P WAIT, BUT THE QUESTION IS IF YOU SHOULD RIICHI. 9600 POINTS ARE GREAT, BUT THE MODERN MAHJONG THEORY SAYS TO INSTA RIICHI TO STOP THE OTHER PLAYERS AND GO FOR HANEMAN TSUMO. IF THE OTHERS ARE SLOWED DOWN, YOUR NUMBER OF TSUMO CHANCES WILL NATURALLY INCREASE. REMEMBER THAT ~IF IT'S A BAD WAIT DON'T DAMA, BUT RIICHI TO STOP THE OTHER PLAYERS~ TACTIC EXISTS.

[東1局 東家 5巡目]



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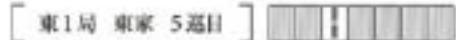


▶

2シャンテン [×37 ×33 ×33 ×33 ×33]

6 BLOCKS, SO ONE TOO MANY. MOST OF THEM ARE GOOD SHAPES, SO CUT THE WEAKEST 9S BLOCK. EVEN IF YOU HAVE A CHANCE OF CHIITOI, FIXING THE DORA HEAD BY CUTTING 4S IS TOO GREEDY.

[東1局 東家 5巡目]



A 213

211
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240



▶

1シャンテン [×9 ×9 ×9 ×9]

CHIITOI IISHANTEN. YOU DO HAVE 6 BLOCKS, BUT IT'S BETTER TO WAIT AND SEE WHAT HAPPENS WITH THE NEXT DRAWS. IF YOU CAN DRAW 2P OR 4S NEXT, THE 6S EARLY DROP WILL MAKE IT EASIER TO WIN WITH RIICHI.

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Q 214

[東1局 東家 4巡目]

**Q 215**

[東1局 西家 7巡目]

**Q 216**

[東1局 東家 3巡目]



I DIDN'T SEE -MAHJONG PRO-
IN THE LIST OF JOBS.
BUT THERE WAS
-SHOGI PLAYERS-



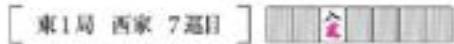
[東1局 東家 4選目]



1 シャンテン [ x9  x9  x9  x9]

CHIITOIIISHANTEN. YOU CAN ALSO SEE HONITSU, BUT I WANT TO INSTA RIICHI IF I GET TENPAI. XIA WILL BE EASY TO WIN ON, AND EARLY 8P DROP WILL MAKE 9P EASIER TO COME OUT TOO.

東1局 西家 7巡目



A 215

二 三 四 五 六 七 八 九 十 西



1 シャンテン [×9 ×9 ×9 ×9]

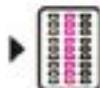
TANKI ON SHAA LOOKS GOOD IF YOU CAN GET CHITOI TENPAI, BUT SINCE YOU CAN SEE PINFLI AND TANYAO IN THIS HAND, DON'T TOUCH THE PINZU LIKE PREVIOUS QUESTION.

ON 7P DRAW, CUT ONE TILE FROM 7788M TO MAKE IT PERFECT 11SHANTEN.

[東1局 東家 3巡目]



A 216



1 シャンテン [ x9  x9  x9  x9  x6  x6]

CHITOI IISSHANTEN, BUT IT WILL BE FASTER TO GO FOR A NORMAL HAND, SO DROP THE 95 PAIR. CUTTING 3M OR 5S IS HALF ASSED.

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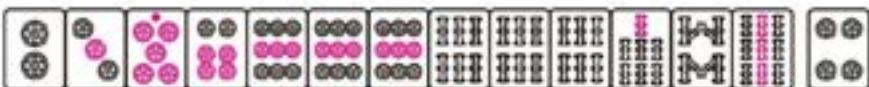
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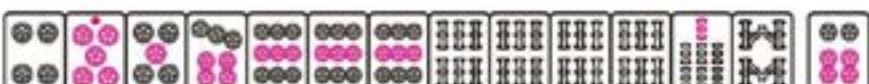
Q 217

[東1局 西家 6巡目]



Q 218

[東1局 西家 6巡目]



Q 219

[東1局 西家 6巡目]



SHOGI PLAYERS HAVE A
STABLE INCOME.
A MAHJONG PROFESSIONAL'S
INCOME IS... (GULP)



東1局 西家 6巡目

A 217



→  リーチ

テンパイ [×11 ×11 ×11 ×6 ×6]

SINCE YOU CAN'T KAN ON 9P DUE TO IT BEING DORA INDICATOR, CUT IT AND CALL RICHI.

SINCE YOU HAVE A 3 SIDED WAIT, KEEP THE TRIPLET THAT LETS YOU CALL KAN.

東1局 西家 6巡目

A 218



▶  リーチ

テンパイ [× 10 × 7 × 7 × 6]

THIS IS THE TILE THAT GIVES YOU THE BEST ESTIMATED VALUE AND WIN RATE.

CUTTING SP MAKES YOU WAIT ON 4-7-8P (3 KINDS, 10 TILES).

IN ORDER OF EXPECTED VALUE, IT'S 5P > 6S > 4P > 9P

東1局 西家 6巡目

A 219

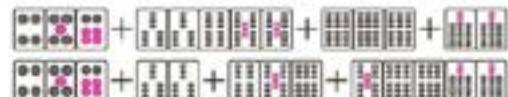
211
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リーチ

テンバイ [× 9 × 7 × 7 × 5 × 2]

4-5-85 3 SIDED WAIT. IT IS ALSO THE WIDEST WAIT POSSIBLE. 4S GIVES YOU 11PEIKOU, 5S 11PEIKOU AND MENTANPIN, 8S MENTANPIN. SEE BELOW



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Q 220

[東1局 西家 6巡目]

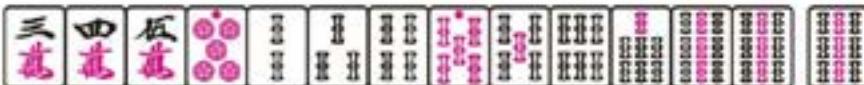


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Q 221

[東1局 西家 6巡目]



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Q 222

[東1局 西家 6巡目]



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->OCCUPATION: MAHJONG<-
I WONDER IF GETTING A
MORTGAGE IS DIFFICULT



東1局 西家 6巡目



A 220



テンパイ [×4] 1シャンテン [×36 ×32]

TANYAO AKA, SO VALUE IS GOOD. BREAKING TENPAI ISN'T TOO BAD, BUT YOU RISK LOSING TANYAO. AN EARLY RIICHI IS GREAT BECAUSE IT ALSO PUTS PRESSURE ON THE OTHER PLAYERS. SO CALL RIICHI.

東1局 西家 6巡目



A 221



テンパイ [×9 ×3 ×3] 1 シャンテン [×46]

YOU CAN SEE ITTSUU AND 345 SANSHOKU. IF YOU SET UP FOR ITTSUU, YOU HAVE TO DROP 55 AND LOSE SANSHOKU, WHILE IF YOU SET UP FOR SANSHOKU, YOU HAVE TO DROP 25 AND LOSE ITTSUU. YOU CAN'T GET A IISHANTEN THAT ACCEPTS BOTH, SO IT'S NOT WORTH IT TO BREAK THIS 3 SIDED WAIT WITH AKA. YOU HAVE GOOD ODDS OF WINNING IT.

東1局 西家 6巡目



A 222



テンパイ [×3 ×3] 1シャンテン [×42 ×42]

YOU CAN GET TENPAI, BUT IT'D BE A BAD TANKI WAIT ON 5P OR 6P. BY GOING BACK TO IISHANTEN WITH 9M, YOU'RE NOW WAITING FOR 47P, 147M, 258M.

YOU COULD ALSO GO BACK INTO SHANTEN WITH 4M, TO KEEP IT'SUU POSSIBLE, BUT YOU'D JUST END UP IN THE SAME SP-6P TANK! WAIT IF YOU WERE TO GET IT.

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Q 223

[東1局 西家 7巡目]



東1局 西家 7巡目



A 223

WAITING FOR SHANON IS BETTER THAN WAITING FOR 7P KANCHAN. YOU HAVE MANY POSSIBLE RYANMEN IMPROVEMENTS.

[東1局 西家 7巡目]



▶  リーチ

A 224

211
212

INSTANT RIICHI. IF YOU CUT 8P AND WAIT FOR A RYNNAMEN IMPROVEMENT, YOU'RE LIKELY TO GET IT BUT IT WON'T INCREASE THE VALUE OF THE HAND. 5200 POINTS WITH RIICHI. KANCHAN ON 8P ISN'T A TOO BAD WAIT, AND IF YOU HESITATE TO RIICHI, YOU'LL SHOW TO THE OTHERS THAT YOU HAVE A BAD WAIT. SO CALL RIICHI FAST.

[東1局 東家 7巡目]



▶ リーチ

A 225

DEALER DORA 4. THERE ARE SOME IMPROVEMENTS TO IIPEIKOU OR CHIITOI, BUT THEIR TILE ACCEPTANCE IS VERY LOW. BECAUSE THIS HAND CAN WIN YOU THE GAME, IT'S A INSTANT RICHI WITHOUT WAITING IMPROVEMENTS.

THE QUESTION IS NOW WHETHER TO RIICHI WITH 7S OR 3S. THEY'RE BOTH KANCHAN WAITING ON THE SAME NUMBER OF TILES, BUT THERE IS A DIFFERENCE IN POST-RIICHI.

IF YOU DROP 7S AND 15 COMES OUT, YOU HAVE A NAKA-SUJI TRAP ON 45, WHILE IF YOU DROP 3S AND 9S COMES OUT, YOU HAVE ANOTHER NAKA-SUJI TRAP ON 65. THE LATTER IS MUCH LESS LIKELY TO HAPPEN BECAUSE YOU HAVE 3 9S IN YOUR HAND, SO CALL RIICHI ON 45 KANCHAN.

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Q 226

[東1局 西家 5巡目]



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Q 227

[東1局 西家 5巡目]



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Q 228

[東1局 西家 5巡目]



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THE STATUS OF A MAHJONG PRO IS
NOT AS HIGH AS THAT OF A SHOGI
OR GO PRO, BUT I SUPPOSE PART
OF THE REASON IS THAT THERE
ARE SO MANY MAHJONG PROS
OUT THERE.



[東1局 西家 5巡目]



A 226



テンパイ [$\square \times 4$] 1シャンテン [$\square \times 46$ $\square \times 44$]

REFUSE TENPAI. THE 3S IS A STRONG TILE AS IT IS ONE-AWAY FROM A COMPLETED SEQUENCE. IT WOULD BE FOOLISH TO REFUSE TENPAI IN THE LATER PARTS OF THE ROUND, BUT IT'D BE FOOLISH TO CUT SUCH A GOOD TILE THIS EARLY TOO. CUT 9M TO AIM FOR TANYAO. DRAWING 8S TURNS THE HAND INTO SANSHOKU. IF NEED ARISES, YOU CAN ALSO CHI 4S.

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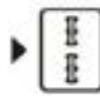
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[東1局 西家 5巡目]

A 227



テンパイ [$\square \times 4$] 1シャンテン [$\square \times 40$ $\square \times 39$]

DAMATEN. WAIT IS BAD AND SO IS VALUE, SO FOR NOW STAY DAMA AND FORESEE IMPROVEMENTS IN MANZU OR PINZU.
8M GIVES YOU IPEIKOU, AND YOU HAVE 4 KINDS OF TILES THAT GIVE YOU PINFLU.

[東1局 西家 5巡目]

A 228



テンパイ [$\square \times 4$ $\square \times 4$] 1シャンテン [$\square \times 43$ $\square \times 39$]

BECAUSE THERE IS NO DORA AND NO YAKU, I BREAK TENPAI.
IF YOU KEEP 5P AND DRAW 4P, YOU GET A 3-6P WAIT, WHILE IF YOU KEEP 7P AND DRAW 8P, YOU GET A 6-9P WAIT, SO CUT 5P BECAUSE THE WAIT WOULD BE WORSE.
OF COURSE, THE BEST DRAWS WOULD BE 1S-6S TO GET ITTSU ON SOZU.

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301**Q 229**

[東1局 西家 5巡目]

**Q 230**

[東1局 西家 5巡目]

**Q 231**

[東1局 西家 5巡目]



IN SHOGI YOU HAVE A PIECE DROP, IN
GO YOU HAVE A STONE PLACEMENT,
ISN'T IT GOOD TO HAVE A
HANDICAP BASED ON THE
DIFFERENCE IN STRENGTH?



[第1局 西家 5逼目]

A horizontal row of ten Chinese characters, each representing a number from one to ten. The characters are arranged from left to right: 一 (Yī), 二 (Èr), 三 (Sān), 四 (Sì), 五 (Wǔ), 六 (Lùn), 七 (Qī), 八 (Bā), 九 (Jiǔ), 十 (Shí). Each character is accompanied by a small set of black dots below it, forming a dot matrix representation of the number. For example, '一' has one dot, '二' has two dots, and so on up to '十' which has ten dots.



テンパイ [ × 4  × 4] + シャンテン [ × 54]

REFUSE TENPAI. INSTANT RIICHI FOR 5200 ISN'T BAD, BUT WITH THIS SHAPE YOU'LL GET TENPAI BACK IN NO TIME. CALL FURITEN RIICHI IF YOU HAPPEN TO DRAW THE BP BACKFIRE.

東1局 西家 5巡目

A 230



テンパイ [ x4] 1 シャンテン [ x48]

SINCE THE FLOATING TILE AKA 5M IS VERY STRONG, BREAK TENPAI. INSTANT RIICHI FOR 2600 ISN'T BAD, BUT YOU HAVE 6 TILES (INCLUDING FLURITEN) THAT GIVE YOU RYANMEN TENPAI. IF YOU GET TO USE AKA, IT'S MENPIN DORA 2.

東1局 西家 5巡目

A 231



テンパイ「 x 4」 | シャンテン「 x 33  x 34  x 30」

NOT GETTING MENTANPIN AND 567 SANSHOKU IS A DISAPPOINTMENT, BUT IT'S STILL A 5200 POINTS HAND. IT WOULD BE EXTREMELY DIFFICULT TO SCORE MORE THAN 5200 WITHOUT USING THE DORA IP.

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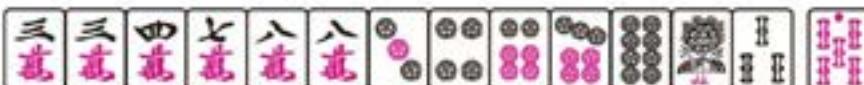
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Q 232

東1局 西家 5巡目



Q 233

東1局 西家 3巡目



Q 234

東1局 西家 5巡目



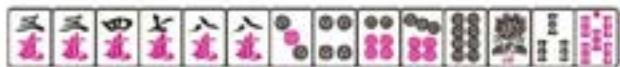
IF A MAHJONG PRO GOES
->5000 POINTS INTO
SHADOWREALM-, WILL
PEOPLE LOOK AT HIM
DIFFERENTLY?



東1局 西家 5巡目



A 232



2 シャンテン [ x 32  x 32  x 28  x 28  x 24  x 24]

AIM FOR TANYAO AND 345 SANSHOKU. IT MAY LOOK GOOD TO DROP 3M, BUT IF YOU DRAW 4-5-6-75 IT IS BETTER TO HAVE IT IN HAND. THIS WAY YOU ALSO KEEP 2 HEADS, SO IT HAS THE BEST ACCEPTANCE.

東1局 西家 3巡目



A 233



1 シャンテン [× 8 × 8 × 8] 2 シャンテン [× 75]

THERE ARE 3 TILES THAT BRING YOU INTO 11SHANTEN WHEN DROPPED, BUT THEY'RE ALL BAD SHAPES. SINCE IT'S STIL THE START OF THE ROUND, I WANT TO AIM FOR GOOD SHAPES EVEN IF I STAY IN 2-SHANTEN. LET'S SET UP THE SOLIZU RYANKAN 3-5-7S, THAT ACCEPTS ALSO DORA, AND AIM FOR THE GROWTH OF MANZH AND PINZH SHAPES.

[東1局 西家 5巡目]



A 234



2 シャンテン [ x 29  x 25  x 25  x 23  x 22  x 16]

THE CHOICE IS BETWEEN 1S AND 5M. EVEN IF YOU CUT 1S NOW FOR TANYAO, YOU'LL PROBABLY END UP CUTTING 5M TOO LATER (CHECK WHAT HAPPENS WITH 6M DRAW).

RATHER THAN EXPECTING A CHANGE AROUND 5M, IT'S BETTER TO KEEP THE SUZU AS THEY ARE (YOU GET 2 SEQUENCES THERE ON 3-6-55 DRAWS).

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Q 235

東1局 西家 7巡目



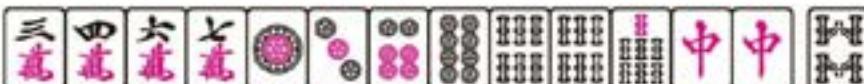
Q 236

東1局 東家 5巡目



Q 237

東1局 東家 5巡目



THERE ARE THREE OPPONENTS IN MAHJONG, BUT THE HARDEST PART MAY BE THE STRUGGLE AGAINST YOURSELF.



東1局 西家 7巡目



2シャンテン [× 28 × 28 × 28 × 26 × 26 × 22]

IF YOU WERE IN IISHANTEN WITH CLOSER 678 SANSHOKU, BETTER CHOICES WOULD BE 4P OR 8P. BUT SINCE SANSHOKU IS NOT CONFIRMED, PRIORITY IS GIVEN TO FIXING THE GOOD SHAPE 34M RYANMEN. WITH THIS, YOU CAN MOVE TO TANYAO ON 3P OR 4P DRAWS.

東1局 東家 5巡目



2シャンテン [ ×27  ×27  ×27  ×27  ×27]

6 BLOCKS, SO KEEP THE PON MATERIAL AND DROP THE KANCHAN.
AS FOR THE TENPAI SHAPE, THE OUTER 13P KANCHAN IS BETTER THAN THE
68P, BUT SINCE YOU CAN SEE AKA 5P IMPROVEMENT AND SANSHOKU, KEEP
THE 68P OVER 13P.

東1局 東家 5巡目



2シャンテン [ × 20  × 16  × 16  × 16  × 16]

DON'T DROP CARELESSLY THE 6S. FORESEE THE CHUN PON AND THE SAN-SHOKU, AND COUNT 5 BLOCKS. IF YOU CUT 6S, YOU WON'T HAVE A PAIR AFTER CALLING CHUN AND YOU'LL BE LEFT WITH BAD SHAPES.

A 235

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Q 238

[東1局 西家 4巡目]



[東1局 西家 4巡目]



A 238

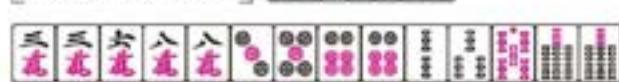
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2 シャンテン [25 × 28 85 × 24 85 × 24 35 × 24 35 × 24 35 × 24]

THE HAND ISN'T GOOD ENOUGH TO DROP AKA 55. FOLLOW THE 2 HEADS THEORY FOR NOW. IT WOULD BE NICE TO MAKE 2 SEQUENCES IN SOUZU, BUT DEPENDING ON THE SITUATION, YOU COULD ALSO CUT 25 OR 85 TO MAKE A RYANKAN.

[東1局 東家 4巡目]



A 239

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2 シャンテン [25 × 15 85 × 15 85 × 15 35 × 15 35 × 15 35 × 15]

DON'T CUT 25 THINKING THAT YOU WANT TO FORCE TANYAO AND AKA 55. IT IS CORRECT TO DIVIDE SOUZU IN 2 BLOCKS, 23 + 577, TO SEE IT WELL. SINCE HAVING ONLY 1 BLOCK IN PINZU IS FINE, LET'S DROP 3P (WITH THE INTENTION OF DROPPING 6P LATER).

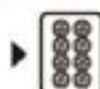
YOU CAN SOLVE THIS PROBLEM BY USING THE 3 WEAK BLOCKS THEORY. MANZU ARE 5 TILES, SOUZU ARE 5 TILES, SO YOU HAVE TO CUT FROM THE EVEN PINZU (4 TILES)

[東1局 西家 4巡目]



A 240

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1 シャンテン [35 × 8 35 × 8]

THERE IS 234 SANSHOKU, SO I'D BE HAPPIER WITH 3-4P DRAWS RATHER THAN 6P. BECAUSE IT'S DIFFICULT TO MAKE 2 BLOCKS NEAR THE 7P TRIPLET, CUT 8P.

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Q 241

[東1局 東家 7巡目]



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[東1局 東家 7巡目]



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Q 243

[東1局 東家 7巡目]



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PROBABLY, WHEN YOU MAKE A LOT FROM A SHITTY LUCKLESS START, YOU WOULD SAY ->TENPARU<, BUT WASN'T IT ORIGINALLY A MAHJONG TERM ANYWAY?



[東1局 東家 7巡目]



A 241

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1シャンテン [1 × 20 2 × 20 3 × 20 4 × 16 5 × 13]

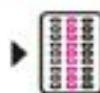
PRIORITY IS GIVEN TO TANYAO INSTEAD OF DRAWING A DORA PAIR.

[東1局 東家 7巡目]



A 242

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1シャンテン [1 × 20 2 × 20 3 × 20 4 × 16 5 × 13]

DORA PAIR, TANYAO, AKA 5P, 678 SANSHOKU. YOU CAN LOOK FORWARD TO THOSE, THE MAXIMUM EXPECTED VALUE AND THE MAXIMUM INSTANT TILE ACCEPTANCE ARE BOTH WITH THE 95 DROP. YOU SHOULDN'T LOOK FORWARD TO EXTENDING THE SOUZU AS YOU'LL LOSE TANYAO IN DOING SO.

[東1局 東家 7巡目]



A 243

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1シャンテン [1 × 28 2 × 16 3 × 16 4 × 16 5 × 15 6 × 15]

FIX THE SEQUENCES SO THAT YOU'LL KEEP AKA 5M AND THE CONFIRMED 789M IIPEIKOU. YOU LOSE THE HEAD, BUT IT'S NOT A BIG PROBLEM TO GO TANKI BECAUSE YOU HAVE A GOOD HAND. YOU COULD ALSO GO TANKI ON DORA 1P IF YOU GET IT. EVEN WITH THIS KUTTSUKI II SHANTEN, YOU'LL GET A RYANMEN WAIT ON 4P 5S 6S 7S DRAWS (12 TILES, 4 KINDS). SIMPLE MATHS SAYS THAT THERE IS 43% CHANCE OF GETTING RIICHI PINFLU AKA IIPEIKOU TENPAI.

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Q 244

[東1局 西家 4巡目]

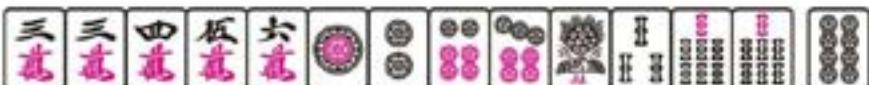


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[東1局 西家 4巡目]



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Q 246

[東1局 西家 3巡目]



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THE TERMS →RICHIS← AND
→RENCHANG← USED IN
PACHINKO WERE FIRST
USED IN MAHJONG.



[東1局 西家 4巡目]



A 244

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030



1 シャンテン [**東** × 8 **南** × 8 **西** × 8 **北** × 8 **東** × 8 **南** × 8]

HOW TO DROP PENCHAN: INSIDE TO OUTSIDE.

EVEN IF YOU MANAGE TO GET A 23P FURITEN OR A 24P KANCHAN, THEY'D BE THE WEAKEST BLOCKS, SO START FROM THE INSIDE THINKING OF SAFETY.

[東1局 西家 4巡目]



A 245

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1 シャンテン [**東** × 8 **南** × 8 **西** × 8 **北** × 8 **東** × 8]

HOW TO DROP PENCHAN: OUTSIDE TO INSIDE.

AFTER YOU CUT 1P, IF YOU DRAW 2P - 3P - 4P THEY'RE ALL BETTER SHAPES THAN 13S KANCHAN.

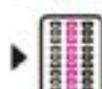
FURITEN RYANMEN IS STRONGER THAN KANCHAN, ESPECIALLY IN THIS CASE SINCE YOU CAN CHI 4P INTO TANYAO TO GET RID OF FURITEN.

[東1局 西家 3巡目]



A 246

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1 シャンテン [**東** × 16 **南** × 12 **西** × 8] 2 シャンテン [**北** × 54]

IF THE PINZU GROW, YOU'LL HAVE 6 BLOCKS. THE LATER, THE BETTER IS TO MOVE FORWARD, BUT SINCE IT'S JUST THE 3RD TURN YOU CAN AFFORD TO GO BACK INTO 2-SHANTEN TO TRY TO GET A PERFECT IISHANTEN.

IF YOU CAN MAKE A PERFECT IISHANTEN, 9S WILL PROBABLY GET CUT NATURALLY ANYWAY. SEE:



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Q 247

[東1局 東家 4巡目]



Q 248

[東1局 東家 7巡目]



Q 249

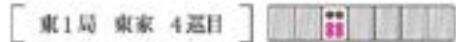
[東1局 西家 5巡目]



MAHJONG IS AN UNREASONABLE GAME. IF YOU THINK YOUR RESULTS WILL MIRROR YOUR EFFORT, YOU'LL GET YOUR HEART BROKEN



[東1局 東家 4巡目]



A 247



1シャンテン [1×16 2×16 3×12 4×12]

DORA 1 AS DEALER. ALTHOUGH YOU COULD DROP 7M, THIS BOOK RECOMMENDS CUTTING 1S.

LET'S COMPARE THE TILES THAT GIVE TENPAI, EXCEPT THE COMMON 58P. CUTTING 7M GIVES 1-3-85 (3 KINDS, 8 TILES), WHILE CUTTING 1S GIVES 35 (4 TILES), GIVING 7M THE DOUBLE OF ACCEPTED TILES.

NOW, LET'S COMPARE THE RYANMEN UPGRADES. 7M GIVES 75 (4 TILES), WHILE 1S GIVES 3-6-5-8M (4 KINDS, 14 TILES), GIVING 1S THE TRIPLE OF ACCEPTED IMPROVEMENTS.

WHEN YOU CONSIDER THE INCREASE IN VALUE, LIKE WITH TANYAO, THERE'S AN ADVANTAGE IN CUTTING 1S.

[東1局 東家 7巡目]



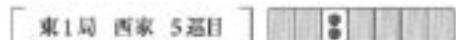
A 248



1シャンテン [1×16 2×16 3×12 4×12]

AIM FOR MENTANPIN IMPROVEMENTS, OR TO GET PERFECT IISHANTEN ON 5-75 DRAWS. YOU'RE LOSING 4 TILES COMPARED TO 4M, BUT IT'S WORTH IT FOR THE TANYAO AND SANSHOKU POSSIBILITIES. THE ODDS OF DRAWING 5-75 ARE DOUBLE THE ODDS OF DRAWING BACKFIRE 35, AFTER ALL.

[東1局 西家 5巡目]



A 249



1シャンテン [1×12 2×8 3×8] 2シャンテン [4×63]

THE EASY TILE TO CUT 5P WILL PROBABLY GIVE A BAD SHAPE TENPAI WITHOUT YAKU, EVEN IF I'M ALREADY USING LOTS OF PINZU, DRAWING 3-6P GIVES 4-7P WAIT, AND VICEVERSA.

THE CORRECT ANSWER IS TO GO BACK INTO 2-SHANTEN TO GET TANYAO.

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Q 250

東1局 東家 5巡目



Q 251

東1局 東家 5巡目



Q 252

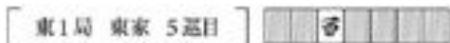
東1局 東家 5巡目



MAYBE IT'S THE SAME IN LOVE?
-> I LOVE YOU SO MUCH <- AND
-> I'M TRYING SO HARD <-, BUT IF
YOU SAY THAT, IT'S OVER.



[東1局 東家 5巡目]



A 250



1 シャンテン [7P × 44 8S × 38 9S × 38 8S × 36]

KUTTSUKI IISHANTEN. THE FLOATING TILES ARE 7P AND 8S.
IF YOU DRAW 1S, YOU CAN GET A NOBETAN 69S.

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[東1局 東家 5巡目]



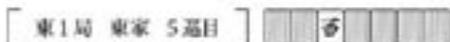
A 251



2 シャンテン [1S × 59 9S × 57 8S × 53 7P × 52 8S × 44 9S × 24]

THERE ARE 3 CHOICES: 9M, 2S, 9S. SINCE THERE IS A SHORTAGE OF BLOCKS, I WANT TO KEEP 9M IN CASE I DRAW 8M.
BECAUSE YOU CAN SEE PINFU, IT'S BETTER TO GO FOR THE ARYANMEN 11235 RATHER THAN THE NOBETAN 67895, SO DROP THE 9S.

[東1局 東家 5巡目]



A 252



1 シャンテン [7P × 17 8S × 17 9S × 14 8S × 10]

YOU CAN INSTANT RIICHI IF YOU HAPPEN TO DRAW 8S FOR THE NOBETAN WAIT. ALSO IF YOU DRAW 8S, YOU CAN RIICHI THE 8S KANCHAN.

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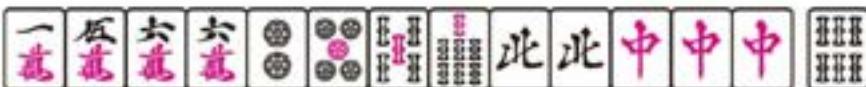
Q 253

東1局 東家 2巡目



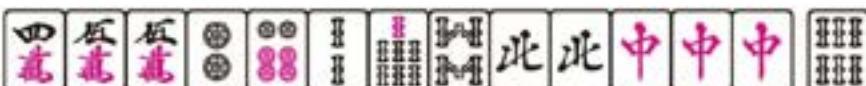
Q 254

東1局 東家 2巡目



Q 255

東1局 東家 2巡目



->IS IT WORTH THE TIME
AND EFFORT?<- I DON'T
WANT TO THINK ABOUT
THAT, BOTH IN MAHJONG
AND IN LOVE.



[東1局 東家 2巡目]

A 253



2シャンテン [×54 ×50 ×47 ×46]

95 > 1P > IM IN ORDER OF USEFULNESS. FIRSTLY, DON'T CUT 95 BECAUSE YOU CAN MAKE A RYNAMEN WAIT ON BS DRAW.

NOW, BETWEEN 1P AND 1M. COMPARE THE DRAW OF A 3: YOU GET A 13M KAN-CHAN IN MANZU, BUT YOU GET A 135P RYANKAN IN PINZU.
THERE IS A SAYING IN MAHJONG: ->KEEP THE EDGES OF A RYANKAN-

[東1局 東家 2巡目]

A 254



2シャンテン [×49 ×49 ×47 ×45 ×41]

3P GIVES NOW A RYANMEN WAIT, SO IT GETS PRIORITY OVER THE MANZU RYANKAN.

東1局 東家 2巡目

A 255

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2シャンテン [ x 57  x 55  x 53  x 53  x 49]

IF YOU USE ->KEEP THE EDGES OF RYANKAN- THE BETTER CUT WOULD BE 25, BUT WHAT WOULD YOU DISCARD NEXT IF YOU WERE TO DRAW 4? SEE:

四 **五** **六** **七** **八** **九** **十** **十一** **十二** **十三** **十四** **十五**

THERE IS NO MEANING HERE IN THE RYANKAN, WHEN YOU'RE AIMING FOR CALLING DORA PON. LET'S SEE INSTEAD WHAT HAPPENS WHEN YOU CUT 2P AT THE START:

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NOW YOU HAVE A NATURAL DISCARD, 6P. THE SOLITU SHAPE ISN'T BAD, AND YOU CAN MAKE USE OF THE DORA PON.

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[東1局 東家 8巡目]



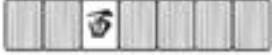
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[東1局 東家 8巡目]



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[東1局 東家 8巡目]



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I SHOWED MY REPLAY TO
SOMEONE AND HE SAID "I'M
TURNING RETARDED JUST
FROM SEEING THIS", ISN'T
THAT FUCKED UP?



東1局 東家 8巡目



1 シャンテン [×44 ×37 ×31 ×31]

THERE ARE 2 CHOICES: SP OR BS. THERE IS A DIFFERENCE OF 7 TILES IN ACCEPTANCES, AND AS THE ROUND PROGRESSES, IT ONLY BECOMES MORE IMPORTANT.

IF YOU KEEP 8P YOU CAN ALSO GET A 3 SIDED WAIT IF YOU HAPPEN TO DRAW 7P.

東1局 東家 8巡目



1 シャンテン [× 44 × 38 × 32 × 32]

IT'D BE COOL TO DRAW 3S BUT I USE ONE ALREADY SO ONLY 3 LEFT.
DRAWING IS GUARANTEES 11PEIKOU, BUT THE WAIT IS BAD WITH ONLY 3
TILES. SO, IT IS BETTER TO KEEP THE POSSIBILITY OF GETTING A 3 SIDED
WAIT ON PINZU OR MANZU.

[東1局 東家 8巡目]



1 シャンテン [黒 $\times 44$ 紫 $\times 44$ 青 $\times 42$ 紫 $\times 36$ 紫 $\times 36$ 紫 $\times 13$]

THE SOUZU APPEARS TO BE A COMPLEX SHAPE WITH LOTS OF ACCEPTED TILES, BUT IT'S A DEAD END. DRAWING 65 BRINGS YOU A NOBETAN IN 25M EVEN WITHOUT THE COMPLEX SOUZU.

THE MAXIMUM VALUE IS GIVEN BY AIMING FOR SOMETHING TO STICK TO 8P OR THE 4 MANZU TILES. DRAWING 7P AND THEN 3-6P WILL ALSO GIVE YOU TANYAO.

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Q 259

東1局 東家 5巡目



Q 260

東1局 東家 5巡目



Q 261

東1局 東家 5巡目



IN BOTH LOVE AND MARRIAGE,
IT'S IMPORTANT TO HAVE THE
->SAME VALUES-<-
IT'S THE SAME WITH MAH JONG;
THERE'S NO POINT IN HAVING
DIFFERENT VALUES FOR THE
TEACHER AND THE STUDENTS.



[東1局 東家 5巡目]



2シャンテン [3M×60 7M×54 8S×53 5P×50 9S×50]

A 259

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3 OPTIONS: 3M, 7M, 3P. 3P IS NEAR DORA, SO IT STAYS. COMPARE THE OTHER 2 WHILE THINKING OF A 4M AND 6M DRAWS.
WITH THE HEAD SECURED (6S), IT IS BETTER TO HAVE A PURE RYANMEN 67M (8 TILES) COMPARED TO THE COMPLEX SHAPE 22234M66S (7 TILES), SO CUT 3M.

[東1局 東家 5巡目]



2シャンテン [3M×60 7M×59 8S×56 5P×56 9S×33]

A 260

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THE CHOICE IS AGAIN BETWEEN 3M AND 7M. IF YOU HAPPEN TO DRAW 6-9P, IT'S BETTER TO HAVE 3M (THIS TIME YOU HAVE NO HEAD).
2223M ISN'T A GOOD SHAPE TO MAKE TRIPLET+SEQUENCE, BUT IT IS A GOOD SHAPE TO MAKE SEQUENCE+HEAD. IF YOU'RE HEADLESS OR YOU'RE RISKING TO LOSE THE HEAD, KEEP IT AS FAR AS POSSIBLE.

[東1局 東家 5巡目]



2シャンテン [3M×66 7M×66 8S×58 5P×55 9S×53 9D×53]

A 261

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YOU'RE MISSING BLOCKS. THE CHOICE IS BETWEEN 4M AND 7M SINCE THEY'RE ON THE SAME SUJI. BECAUSE YOU CAN SEE 789 SANSHOKU, CUT 4M.

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Q 262

東1局 西家 7巡目



Q 263

東1局 西家 7巡目



Q 264

東1局 東家 3巡目



->IF YOU'RE TOO CAREFUL,
YOUR FATE BECOMES
UNPREDICTABLE-
WHO TOLD YOU THAT?



東1局 西家 7巡目



三
真

1 シャンテン [x 37 x 37 x 34]

YOU LOSE SOME ACCEPTED TILES, BUT YOUR CALLING EFFICIENCY IS MUCH BETTER. YOU'LL CALL CHI ON PINZU, OF COURSE, BUT YOU CAN ALSO PON 9M AND 2S TO GET A RYANMEN WAIT.

東1局 西家 7巡目



三

1 シャンテン [x37 x37 x34]

SINCE IT'S A GOOD CLOSED HAND, PRIORITY IS GIVEN TO GOOD SHAPES IN TENPAI. IT'S HARD TO USE THE 3S WHICH IS NEAR THE TRIPLET, SO KEEP 3M OVER IT.

OVER IT.
YOU'RE MISSING THE 3 SIDED WAIT IF YOU DRAW 9M, BUT YOU'RE UNLIKELY
TO GET IT SINCE IT'S ONLY 2 TILES LEFT.

東1局 東家 3巡目



▶

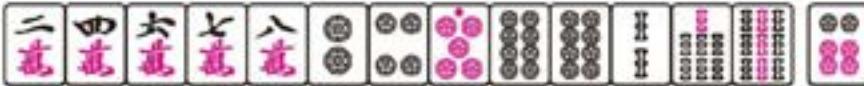
2シャンテン [× 16 × 16 × 16]

THERE ARE ONLY 2 IP LEFT. SINCE YOU'LL BE ABLE TO ACCEPT 4P ANYWAY,
CHOOSE ONE IP.

CUTTING 2M ALSO LOOKS GOOD, BUT I'D RATHER HAVE A RYANMEN IF I WERE TO DRAW 3M. IF YOU KEEP 1P, YOU'LL HAVE A SHOT AT A 3 SIDED WAIT, BUT IT'S MORE IMPORTANT TO HAVE A SHAPE THAT CAN GO TOWARDS TANYAO.

Q 265

[東1局 東家 3巡目]



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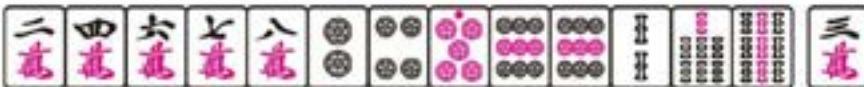
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Q 266

[東1局 東家 3巡目]



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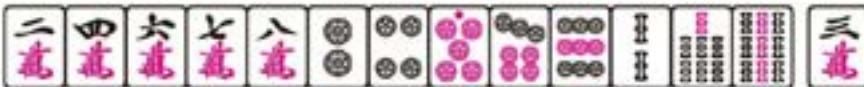
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Q 267

[東1局 東家 3巡目]



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->SHE'S NOT RIGHT FOR ME
BECAUSE SHE HAS
BLOOD TYPE X:-
THINKING LIKE THAT WILL
RUIN YOUR LIFE



東1局 東家 3巡目



1 シャンテン [ ×8  ×8]

CHOICE IS BETWEEN 2P AND 2S. SINCE YOU GET A BETTER SHAPE ON 3P DRAW COMPARED TO 3S DRAW, CHOOSE 2S.

[東1局 東家 3巡目]



1シャンテン [×12 ×12 ×8]

DRAWING 3P AND KEEPING 2P WOULD GIVE YOU A 4 TILES SHAPE, BUT IT'S NOT USEFUL BECAUSE YOU'RE IN TENPAI. IF SO, IT'S BETTER TO KEEP 2S AND HOPE FOR A 3S DRAW TO REPLACE THE 79S KANCHAN. THE TRICK IS TO REALIZE THAT YOU'LL CALL INSTANT RICHI (RICHI AKA AS DEALER) EVEN ON A BAD SHAPE TO REDUCE THE CHANCES OF BACKFIRE DRAWS.

[東1局 東家 3巡目]



2シヤンテン [●×37 □×37 ■×33 ▨×27]

HEADLESS 2 SHANTEN. I WANT TO GET A HEAD, SO I'LL KEEP 2P. IF I DRAW 3P, I GET A CONSECUTIVE TILES, A SHAPE WHICH WILL GIVE A HEAD EASILY.

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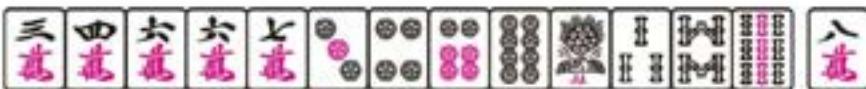
Q 268

東1局 西家 5巡目



Q 269

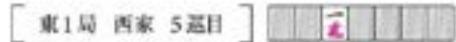
東1局 西家 5巡目



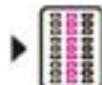
I'VE HEARD THAT ONLY THE
JAPANESE CARE SO MUCH
ABOUT BLOOD TYPE
PERSONALITY TESTS.



[東1局 西家 5巡目]



A 268



2シャンテン [×24 ×20 ×20 ×20]

YOU HAVE 6 BLOCKS, SO DROP THE WEAKEST ONE. THE ANSWER IS TO DROP THE 895 PENCHAN, BUT YOU SHOULD START FROM OUTSIDE SINCE YOU HAVE THE BAD 135 SHAPE. IF YOU DRAW 75, KEEP IT INSTEAD OF 135 EVEN IF IT'S FLURITEN, SINCE FLURITEN RYANMEN IS BETTER THAN KANCHAN.

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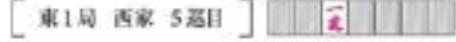
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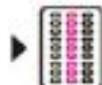
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[東1局 西家 5巡目]



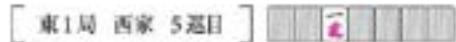
A 269



3シャンテン [×58 ×57 ×57 ×57]

6 BLOCKS, SO CUT THE WEAKEST PENCHAN. BECAUSE IT'S EASY TO GET A HEAD FROM THE ARYANMEN 6678M SHAPE, DON'T TOUCH IT.

[東1局 西家 5巡目]



A 270



2シャンテン [×24 ×20 ×20] 3シャンテン [×57]

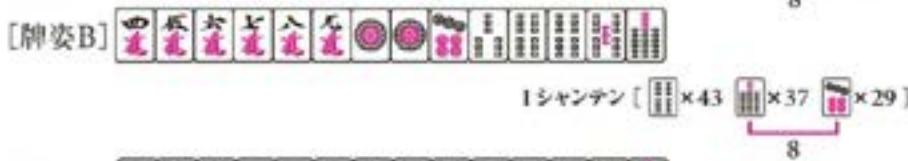
6 BLOCKS AGAIN, THIS TIME WITH 2 KANCHAN. IF YOU COMPLETE EITHER KANCHAN, YOU GET A PINFU SHANTEN, SO YOU CAN KEEP BOTH FOR NOW AND PROCEED WITH 6 BLOCKS.

IF YOU HAPPEN TO DRAW TILES THAT STICK CLOSE TO 68P OR 135, CUT THE OTHER KANCHAN AND MOVE TO 5 BLOCKS.

アバウト何切る理論⑥

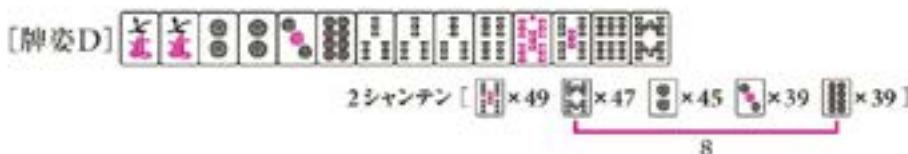
スジ8枚損理論

THIS THEORY SHOWS THAT FLOATING TILES ON THE SAME SUJI ARE WEAK.



AS YOU CAN SEE ABOVE, THERE'S ALWAYS A DIFFERENCE IN TILE ACCEPTANCE OF 8 TILES.

DID YOU GET IT? THE INTERESTING PART IS THAT EVEN IF THE TILES STICK CLOSE TO A SEQUENCE, THE LOSS IS ALWAYS OF 8.



HERE IN D, YOU CAN SEE THAT THE DIFFERENCE IS ALWAYS 8 TILES.

A LOSS OF 8 TILES IN ACCEPTANCE IS HUGE. THE VALUE OF A SUJI TILE IS LOW, AND BECAUSE OF THIS IT IS USUALLY ONE OF THE FIRST CANDIDATES TO BE DROPPED.



アバウト何切る理論⑦

逆算理論

THIS THEORY SAYS TO THINK IN REVERSE (TENPAI TO IISHANTEN, IISHANTEN TO 2SHANTEN) TO FIND OUT WHAT TILES YOU DON'T NEED.

[例題] 

2シャンテン [× 31 × 31 × 29 × 29 × 27]

ACCEPTED TILES ARE SHOWN, BUT SINCE IT'S JUST 2-SHANTEN THEY'RE NOT TOO RELEVANT. I CAN SEE 789 SANSHOKU, SO LET'S GO FOR IT.

START BY PULLING OUT THE 789 TILES THAT MAKE IT AND PUT THEM ASIDE.



A WINNING HAND USES 4 SEQUENCES AND A PAIR, AND 3 SEQUENCES ARE ALREADY USED UP FOR SANSHOKU.

IF THERE ARE 2 HEAD CANDIDATE IN IISHANTEN, IT'S FAIR TO ASSUME ONE CAN BECOME A TRIPLET OR A RYANMEN.

LET'S MAKE IT EASY TO HAVE 2 HEADS AND 1 SEQUENCE IN THE NOT-SANSHOKU PART. WE HAVE 2 HEADS, 5SP AND 5SS, AND BY ADDING 6S TO 5SS WE CAN HAVE A SEQUENCE CANDIDATE.

 + 

THE REMAINING 3P AND 7P CAN BE SEEN AS TILE SO STRENGTHEN OTHER SHAPES. THE TRICK IS TO LEAVE SANSHOKU ENTAGLED. YOU CAN SEE IT EASILY WHEN IMAGING A 4S DRAW AND COMPARING THE SHAPES:

THE HAND WITH 3P DOESN'T WORK, THE MOST USELESS TILE THERE IS 3P. TO SUM UP, THE RIGHT ANSWER IS TO CUT 3P.

FIRST, IMAGINE THE FINAL FORM. THEN KEEP GOING IN THE REVERSE ORDER AND IMAGINE THE IISHANTEN. THIS IS CALLED ~COUNTING BACKWARDS~ IN ARITHMETIC.

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Q 271

[東1局 西家 5巡目]



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Q 272

[東1局 西家 5巡目]



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Q 273

[東1局 西家 5巡目]



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MENTANPIN TSUMO?
HOW MUCH IS THAT?



[東1局 西家 5巡目]



A 271

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1シャンテン [88 × 20 88 × 20 88 × 18 88 × 14 88 × 12]

SHAPES LIKE 6677P ARE CALLED ~DOUBLE SEQUENCE~ AND ARE MADE OF 2 OVERLAPPING RYANMEN. FROM NOW, IT WILL BE JUST A 3 TILES SHAPE. IF THE SOUZU RYANMEN IS COMPLETED FIRST, IT WILL BECOME A SIMPLE RYANMEN.

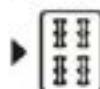
WITHOUT PARTICULAR SITUATIONS, IT WILL TAKE 2 TURNS TO MAKE IT A NORMAL SEQUENCE. CUT 6P FIRST AS IT'S MORE DANGEROUS.

[東1局 西家 5巡目]



A 272

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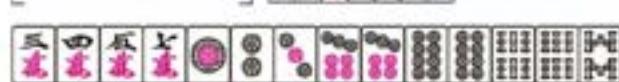


1シャンテン [88 × 18 88 × 16 88 × 16 88 × 14 88 × 12]

EXAMPLE ON WHEN NOT TO DROP DOUBLE SEQUENCE. FORESEE THE 69P DRAWS.

YOU COULD ALSO AIM FOR 45 TO GROW DOWNWARDS (35), BUT SINCE YOU'LL CALL INSTANT RIICHI DORA 1 EVEN ON SHANPON, IT'S BETTER TO CUT IT INSTEAD OF HOPING FOR IMPROVEMENTS.

[東1局 西家 5巡目]



A 273

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210



1シャンテン [88 × 18 88 × 14 88 × 8] 2シャンテン [88 × 60]

DON'T BE IN A HURRY TO DROP DOUBLE SEQUENCE. HERE I WANT TO GET TENPAI WITH A YAKU, SO KEEP IT AND WAIT FOR 69P. IF YOU END UP STICKING TILES TO 7M, YOU CAN CUT A TILE FROM THE 7788P SHAPE.

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Q 274

[東1局 西家 4巡目]



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Q 275

[東1局 西家 4巡目]



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Q 276

[東1局 東家 7巡目]



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THERE MAY BE MORE AND
MORE FUN GAMES IN THE
WORLD, BUT THE MOST
FUN GAME I KNOW IS
MAHJONG!

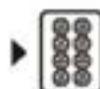


[東1局 西家 4巡目]



A 274

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2 シャンテン [2x24 (2x24) 2x24 (2x24) 2x24 (2x24) 2x20 (2x16)]

6 BLOCKS, SO DROP THE WEAKEST. IT IS BETTER TO MOVE TO 5 BLOCKS RATHER THAN FIXING THE RYANMEN BY CUTTING 7M, IT'S NOT LIKELY, BUT YOU MAY ALSO GET 123 SANSHOKU.

[東1局 西家 4巡目]

A 275



2 シャンテン [3x36 (2x28) 2x28 (2x28) 2x24 (2x24)]

IF YOU COUNT THE SOUZU AS 3 BLOCKS, YOU GET 6 BLOCKS. IF YOU DROP AKA 55, THE HANDS BECOME CHEAP. IF YOU'RE NOT CUTTING 55, YOU MUST DROP A RYANMEN SHAPE. HERE, IT'S BETTER TO DROP 23M INSTEAD OF 67P BECAUSE YOU CAN SEE A 567 SANSHOKU.
BY THE WAY, DROPPING 7M IS HALF ASSED. IF YOU HAVE 5 STRONG BLOCKS, DON'T BE AFRAID TO KILL A RYANMEN.

[東1局 東家 7巡目]

A 276



1 シャンテン [1x12 (2x12) 2x12 (2x12)]

3 HEADS. NO MATTER WHICH PAIR YOU CUT, THE ACCEPTANCE IS THE SAME. IF YOU KEEP 9P, YOU CAN MAKE USE OF 8P, IF YOU KEEP 8S YOU CAN MAKE USE OF 4-7-6-9S.
IF YOU CUT 9P, YOU CAN'T GET A PERFECT SHANTEN ON 8P DRAW.

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Q 277

[東1局 東家 4巡目]



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三五筒 四五筒 六五筒 八五筒 九五筒 一五筒 三五筒 五五筒 七五筒 九五筒

二五筒 五五筒 七五筒 九五筒

Q 278

[東1局 東家 4巡目]



五五筒

二五筒 四五筒 六五筒 八五筒 九五筒 一五筒 三五筒 五五筒 七五筒 九五筒

七五筒

Q 279

[東1局 東家 4巡目]



五五筒

二五筒 四五筒 六五筒 八五筒 九五筒 一五筒 三五筒 五五筒 七五筒 九五筒

三五筒

WHEN YOU DROP
-DON'T RETREAT!-
-DON'T LOOK BACK!-
WHERE DO THESE SAYINGS
COME FROM??



東1局 東家 4巡目



A 277



2シャンテン [x 31 x 31 x 28 x 27 x 27 x 27 x 27]

THERE ARE GOOD SHAPES, BUT IT'S 6 BLOCKS. THE OLD STYLE WOULD BE TO CUT 5S. IN MODERN MAHJONG, YOU DROP A RYANMEN AND PLAY WITH 5 BLOCKS.

EVEN IF YOU END UP MAKING A TRIPLET OF 8S OR 8M, YOU'LL STILL HAVE TANYAO, WHICH IS BETTER THAN THE PINFU YOU'D GET WITH 1P OR 9S DRAWS.

LET'S START BY DROPPING FROM THE INSIDE THINKING OF SAFETY.

[東1局 東家 4巡目]



A 278



2 シャンテン [× 24 × 24 × 24 × 24 × 24 × 24]

YOU HAVE 6 BLOCKS, SO ONE TOO MANY. YOU CAN SEE BOTH SANSHOKU AND TANYAO, SO DROP THE 9P PAIR.

東1局 東家 4巡目



A 279



2 シャンテン [ × 28  × 28  × 28  × 24  × 24  × 24]

6 BLOCKS AGAIN. 1-4P AND 1-4S DRAWS GIVE PERFECT IISHANTEN. FIXING THE RYANMEN WITH 7S ISN'T GOOD, DON'T BE TO FIXATED ON PINFLU.

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Q 280

[東1局 東家 8巡目]

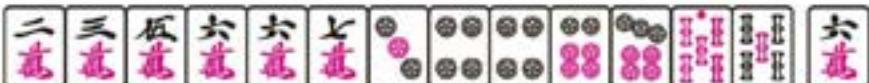


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Q 281

[東1局 南家 7巡目]



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Q 282

[東1局 西家 7巡目]



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DON'T CALL MAHJONG A
WORK-LIKE GAME!



[東1局 東家 8巡目]



A 280

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2 シャンテン [2x 28 2x 28 2x 28 2x 27 2x 27 2x 27]

2 SHANTEN AND 6 BLOCKS. BECAUSE THERE IS AKA, LET'S NOT FORCE SANSHOKU BUT INSTEAD AIM FOR A WIDE IISHANTEN WITH TANYAO. THIS WAY IT'S ALSO POSSIBLE TO OPEN THE HAND IF THE SITALUTION REQUIRES IT.

[東1局 南家 7巡目]



A 281

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2 シャンテン [2x 24 2x 24 2x 24 2x 23 2x 23 2x 21]

2 SHANTEN AND 6 BLOCKS. SINCE THERE IS DORA 4, GO FULL ATTACK. DROP 2M SO THAT TANYAO IS CONFIRMED. 4M CAN STILL BE USED ANYWAY IN THE 345M SHAPE

[東1局 西家 7巡目]



A 282

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1 シャンテン [2x 28 2x 22 2x 22 2x 22 2x 22]

IT'S TURN 7. THIS IS A PROBLEM OF BALANCE, GOING FOR TANYAO AND ABANDONING SANSHOKU. THE FASTEST TENPAI CAN BE MADE BY DROPPING 3P, BUT YOU COULD GET RIICHI NOMI. SANSHOKU REQUIRES BOTH 2P AND 4M. COMPARED TO THAT, TANYAO IS REALLY EASY TO CONFIRM. BY CONSIDERING -EASE OF TENPAI- -VALUE- -GOOD/ BAD SHAPE-, THE MAXIMUM EXPECTED VALUE IS WITH 3M CUT.

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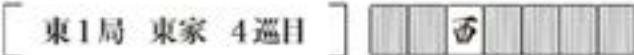
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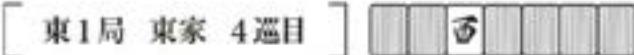
Q 283

東1局 東家 4巡目



Q 284

東1局 東家 4巡目



LET'S PUT ALL THESE
PROBLEMS IN THE BOOK!



[東1局 東家 4巡目]



A 283



2シャンテン [×73 ×69 ×67 ×63 ×58]

SEQUENCES AREN'T YET DEFINED, SO KEEP THE COMPLEX SHAPES. THE CHOICE IS BETWEEN 6M AND 3S, BUT SINCE 6M IS MORE LIKELY TO GIVE TANYAO AND SANSHOKU, CUT 3S.

東1局 東家 4巡目



A 284

YOU CAN SEE BOTH 456 AND 567 SANSHOKU. THE HIGHEST TILE ACCEPTANCE IS WITH 8M AND 4P CUTS. THE CORRECT ANSWER IS 8M, AS THERE ARE NO BACKFIRES (IF YOU DRAW 7M, YOU'LL GET THE 567 SANSHOKU). THE 4P CUT IS ALSO GOOD, BUT SINCE IT'S STILL 2 SHANTEN I WANT TO KEEP SANSHOKU AS OPEN AS POSSIBLE. NOT ONLY DRAWING 2P WOULD BE A PAINFUL BACKFIRE, YOU'LL ALSO MISS A 3 SIDED WAIT ON 5P DRAW.

東1局 東家 4巡目



A 285

THERE ARE 3 MAIN POINTS IN FAVOUR OF DROPPING 3P: -NO SANSHOKU-
-YOU NEED 2 4P- -ON 1P, YOU MISS TANYAO-.
FIXING THE HEAD OF 2P BY CUTTING 3P HERE IS ADVANTAGEOUS. YOU CAN
LEAVE THE COMPLEX MANZU SHAPE AS IT IS, WAITING FOR 2-5-6-7M.
THE BEST OUTCOME IS MENTANPIN ||PEIKOH.

Q 286

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[東1局 東家 5巡目]



[東1局 東家 5巡目]



A 286

001
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2シャンテン [2x 16x54 2x 11x50 2x 15x48]

THERE'S A RYANMEN KANCHAN IN MANZU, WAITING ON 4-6-9M. IF YOU KEEP BP AND DRAW 7P, YOU GET A PINFU IISHANTEN, BUT YOU'D GET INTO A 6 BLOCKS SITUATION.
IN THIS CASE, SINCE AKA ENSURES VALUE ANYWAY, LET'S CUT BP.

[東1局 東家 5巡目]



A 287

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1シャンテン [2x 12 2x 8 2x 8 2x 8 2x 8 2x 8]

MAXIMUM ACCEPTANCE. EVEN WITHOUT 6S, YOU CAN STILL USE 7S. THE BEST OUTCOME WOULD BE TO DRAW DOUBLE TON, BUT SINCE YOU HAVE AKA, YOU CAN INSTA RIICHI EVEN BAD SHAPES.

[東1局 東家 5巡目]



A 288

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2シャンテン [2x 24 2x 24 2x 24 2x 24 2x 24]

DOUBLE TON HAND. FORESEE THE TON CALL, AND READY ANOTHER HEAD FOR THAT. THE BEST CANDIDATE IS THE 95 PAIR.
SINCE YOU HAVE 6 BLOCKS, CUT THE WEAKEST 468S SHAPE. START FROM 4S AND THEN CUT 6S. IF YOUR NEXT DRAW IS 7S, YOU'LL DROP ANOTHER RYANMEN, WHILE IF IT ISN'T 7S YOU CAN MOVE FORWARD WITH THE 899S SHAPE.

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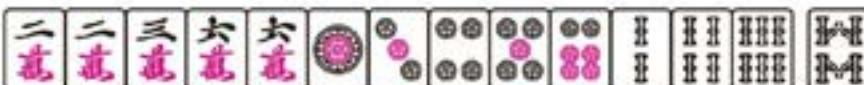
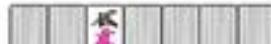
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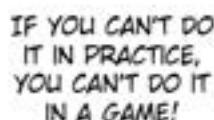
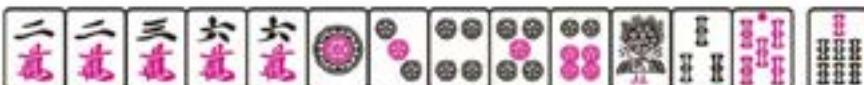
Q 289

東1局 東家 4巡目



Q 290

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[東1局 東家 4巡目]



A 289

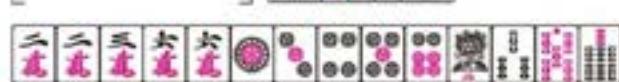
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2シャンテン [**24** × 24 **24** × 24 **20** × 20 **20** × 20 **20** × 20]

IT ISN'T BAD TO CUT THE SOUZU TO 3 TILES, BUT PRIORITY IS GIVEN TO TANYAO. THE 2P IS A BACKFIRE, BUT IT'S ACTUALLY GOOD IF YOU THINK OF 234 SANSHOKU.

[東1局 東家 4巡目]



A 290

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2シャンテン [**24** × 24 **24** × 24 **24** × 24 **20** × 20 **20** × 20 **20** × 20]

YOU CAN SEE 123 SANSHOKU, BUT YOU'D HAVE TO DROP AKA 55. IT IS EASY TO EXTEND AND IMPROVE THE PINZU SHAPE.

[東1局 東家 4巡目]



A 291

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2シャンテン [**24** × 24 **24** × 24 **24** × 24 **20** × 20 **20** × 20 **20** × 20]

AIM FOR PINFU AND SANSHOKU BY DROPPING 2M.
YOU COULD ALSO CUT 7S TO BE LEFT WITH 3 SOUZU, BUT SINCE YOU HAVE MANY BAD SHAPES IT'S BETTER TO KEEP THE POSSIBILITIES FOR 6S DRAW TO COMPLETE ONE, OR 8S TO IMPROVE TO RYANMEN.
NOW LET'S MOVE TO THE COMPARISON WITH 1S. IF YOU DROP 1S YOU GET 3 TILES IN SOUZU, AND MOVE TOWARDS TANYAO.
BUT THE PROBLEM WITH THIS HAND IS THAT IT'S HARD TO GET 5 TANYAO BLOCKS. YOU NEED 3 BLOCKS BETWEEN PINZU AND SOUZU, SO YOU'LL NEED SOMETHING TO STICK TO 6P. OPEN SANSHOKU IS FASTER THAN OPEN TANYAO HERE.

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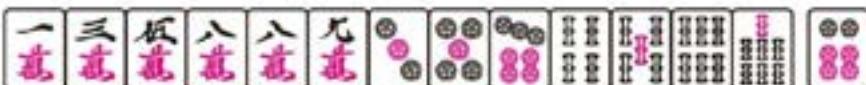
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Q 292

東1局 西家 4巡目



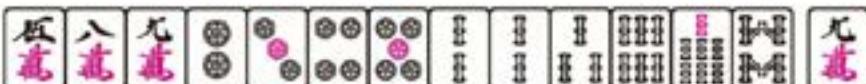
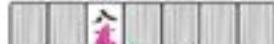
Q 293

東1局 西家 6巡目



Q 294

東1局 東家 7巡目



-:MONEY CAN'T BUY LOVE, BUT IF
YOU'RE BROKE, YOU'LL MISS YOUR
CHANCES....- A QUOTE FROM THE
MANAGER WITH ONLY
500 POINTS LEFT



[東1局 西家 4巡目]



A 292



2シャンテン [×77 ×63 ×63 ×58 ×52 ×52]

Fix the head with 8M, so that you can aim for MENTANPIN. Fixing the head near the edges is a very common technique, especially in this form. The 7M backfire doesn't hurt because of the S67 SANSHOKU.

東1局 西家 6巡目



A 293



1 シャンテン [× 12 × 12] 2 シャンテン [× 59 × 59]

BOTH 4M AND 3P ARE STRONG FLOATING TILES AND YOU CAN SEE TANYAO, SO CUT THE PENCHAN. AS FOR WHICH TO CUT FIRST, IT IS BETTER TO KEEP 8M SINCE YOU CAN DRAW ANOTHER BM OR MAKE A RYANMEN KANCHAN SHAPE ON 6M DRAW.

THE HAND IS SHOWN BELOW:



[事1局 事密 7番目]



A 294



2シャンテン [×62 ×60 ×56 ×54 ×50 ×41]

FIX THE DORA PAIR AS HEAD, AND GET THE BEST ACCEPTANCE. THE MEANING IN KEEPING BOTH 5M AND ITS SUJI 8M IS LOW, SO LET'S INCREASE THE ODDS OF GETTING A 3 SIDED WAIT OR A RYANMEN AS MUCH AS POSSIBLE.

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Q 295

[東1局 西家 7巡目]



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Q 296

[東1局 西家 7巡目]



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Q 297

[東1局 東家 4巡目]



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THANK YOU SO MUCH
FOR READING THIS FAR!



[東1局 西家 7巡目]



A 295

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2シャンテン [2M × 42 2P × 42 2S × 42 3M × 36 3P × 36 3S × 36]

SINCE YOU CAN SEE TOITSUBA, MOVE FORWARD WITH 3 HEADS.
THERE ARE 3 CHOICES (6M, 6P, 6S), BUT IT IS ADVISED TO FIX THE SUJI OF THE TRIPLET AS HEAD.
NOTE THAT EVEN IF FIXING RYANMEN MAY SEEM ADVANTAGEOUS NOW, YOU'LL LOSE YOUR EFFICIENCY GAINS WHEN GOING INTO A WORSE IISHANTEN.

[東1局 西家 7巡目]

A 296



2シャンテン [1M × 61 1P × 58 1S × 52 2M × 52 2P × 50 2S × 50]

IT'S HARD TO MAKE ANOTHER SEQUENCE NEAR A TRIPLET. CUT 7S TO MAKE SURE OF TANYAO, BUT THIS HAND COULD BECOME SUWANKOU. 4S AND 7S ARE SUJI, SO THERE'S NO MEANING IN KEEPING THEM BOTH.

[東1局 東家 4巡目]

A 297



2シャンテン [0M × 20 0P × 20 0S × 20 1M × 20 1P × 20]

6 BLOCKS, SO ONE TOO MANY. YOU CAN SEE THE 123 SANSHOKU 3 BLOCKS, BUT BECAUSE THE OTHER BLOCKS ARE BETTER, FORGET IT. SINCE YOU'LL STICK 3S TO AKA 5S ANYWAY, START DROPPING THE PENCHAN FROM INSIDE.

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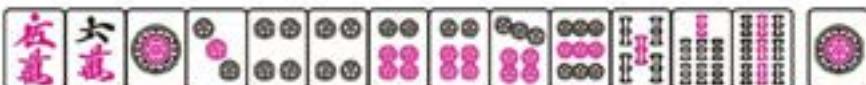
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Q 298

東1局 西家 3巡目



Q 299

東1局 東家 3巡目



THANK YOU FOR YOUR
TIME. MAY YOUR
MAHJONG LIFE BE AN
ENJOYABLE ONE!



[東1局 西家 3巡目]



3シャンテン [3×55 3×51 3×51 3×51 3×51]

GETTING ITTSU ON PINZU IS ACTUALLY PRETTY DIFFICULT, BECAUSE YOU'LL NEED 3 SPECIFIC TILES, 2P SP AND 8P. ALSO, YOU'LL HAVE A HARD TIME MAKING A HEAD OUTSIDE THE PINZU. LET'S LOOK AT 567 SANSHOKU AND START DROPPING PINZU FROM 9P INTO 6P.

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[東1局 東家 3巡目]



1シャンテン [1×23 3×23 3×16 3×13 3×13 3×13]

IF YOU DON'T CUT DORA 2S, THERE ARE ONLY 2 CHOICES: 8P AND 8M. HERE, IT'S BETTER TO CHOOSE THINKING NOT OF THE ACCEPTANCE NOW, BUT OF THE ACCEPTANCE WHEN THE SHAPES WILL EXTEND. WHEN THE SOUZU EXTEND, THE LOSS IN 3 ACCEPTED TILES GETS REVERSED (-3 TO +3). THE HAND IS ALREADY IISHANTEN, BUT IT'S IMPORTANT TO SEE THE IMPROVEMENTS TO BETTER IISHANTEN. YOU CAN SEE BELOW THE SHAPES WHEN SOUZU ARE EXTENDED, AND A KANCHAN IS DROPPED:

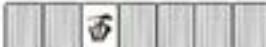
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落とし: 受け入れ33枚

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[東1局 東家 7巡目]



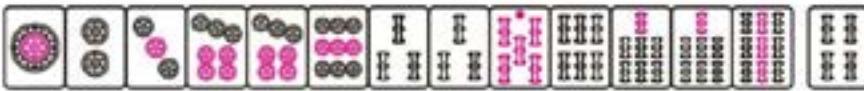
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[東1局 東家 7巡目]



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-NEW GAME PLUS-

YOU CAN USE THE KNOWLEDGE YOU HAVE
LEARNED AND RESTART FROM THE
BEGINNING! TRY AGAIN TO SOLVE THE
PROBLEMS YOU COULDN'T BEFORE AND
GET MORE MAHJONG POWER!



東1局 東家 7巡目



1 シャンテン [× 17 × 17 × 17 × 10]

AIM FOR THE 3 SIDED WAIT IN SHOUZU. IF YOU DRAW 8S YOU GET PINFU.

「東1局 東家 7番目」



1 シャンテン [× 17 × 12 × 12 × 11 × 10]

ON THIS PROBLEM EVEN ADVANCED PLAYERS COULD ANSWER 3S. LET'S BRAG IF YOU GOT IT RIGHT. YOU WANT TO WAIT ON THE 3 SIDED SHAPE IN SOLITU, BUT IT'S TOO EARLY TO DROP 3S. THE CORRECT ANSWER IS 9P, WITH THE HIGHEST TILE ACCEPTANCE.

THIS IS DIFFICULT, SO LET'S TAKE ONE STEP AT A TIME.
FIRST OF ALL, LET'S DIVIDE THE HAND IN BLOCKS AND ISOLATE THE 3 SIDED WAIT.



LET'S MOVE BACKWARDS AND START FROM THE TENPAI SHAPE, TO GO INTO A 2-HEADED IISHANTEN. IF YOU WANT THE 3 SIDED SHAPE, YOUR BEST DRAW TO GET TENPAI IS 8S. IN OTHER WORDS, 795 IS THE MOST IMPORTANT SHAPE, EVEN IF IT'S JUST A KANCHAN.

IF THAT'S SO, YOU'LL WANT 7P TO BE THE HEAD (IF YOU COMPLETE 78P, YOU'LL LOSE THE SANMENHAN). IF YOU CUT 9P, YOU CAN USE 3S AS THE SECOND HEAD AS WELL AS A POSSIBLE RYANMEN IMPROVEMENT.

BY THE WAY, THE REASON WHY SOME ADVANCED PLAYERS GET THIS WRONG IS THAT THEY MISTAKE THIS HAND TO HAVE 3 HEADS (7P, 3S, 7S). IF YOU THINK OF THE 7S KANCHAN AND THE 34567S SANMENCHAN AS SEPARATE, YOU CAN CLEARLY SEE THAT 7S IS NOT A 3RD HEAD.

271

IS THERE A ONE-SIZE-FITS-ALL THEORY?

->IF YOU GET LOST, CUT THE ARYANMEN AND YOU'RE USUALLY RIGHT-> THIS IS SOMETHING THAT HAS COME UP MANY TIMES IN THE PREVIOUS BOOK (NOTE: WWYD 300) AND THIS ONE. IT'S A SAYING THAT FITS IN JUST ONE LINE, BUT IT CONTAINS A LOT OF INFORMATION IN THIS SHORT SPACE.

FIRST OF ALL, IT IS SAID THAT ARYANMEN IS A WEAK SHAPE AS A PRE-CONDITION. ->IF YOU LOOK AT IT AS FLOATING, THERE ARE TWO TYPES OF IMPROVEMENTS FOR RYANMEN:->WHEN IT REMAINS AS THE FINAL FORM, YOU CAN ONLY RECEIVE UP TO 6 TILES:-> "IF THERE IS ANOTHER HEAD, YOU MAY BE WAITING FOR SHANPON:-> ETC. SO, IF YOU WANT TO ADD MORE DETAILED EXPLANATIONS, YOU'LL NEED MANY MORE WORDS. HOWEVER, IF THIS IS CUT OFF AS "THE REASON IS SHOWN, BUT ONLY THE TRICK SHOULD BE REMEMBERED", THE THING IS ENOUGH BY ONE LINE OF ->IF YOU GET LOST, CUT THE ARYANMEN AND YOU'RE USUALLY RIGHT-> THERE ARE MANY CASES WHERE ARYANMEN CUTTING BECOMES INCORRECT, BUT SINCE THE ARYANMEN ITSELF IS ORIGINALLY A WEAK FORM, THERE ARE FEW CASES WHERE IT BECOMES AN A-CLASS MISTAKE.

IT'S SUCH A CONVENIENT AND PRACTICAL TRICK, BUT NO ONE HAS EVER WRITTEN IT IN A TACTICAL BOOK. IS IT BECAUSE THERE IS AN EXCEPTION DOES NOT MAKE IT OFFICIAL? IN SUCH A PROCESS, I THINK SO. WHILE MAHJONG HAS MANY EXCEPTIONS, IT IS DIFFICULT TO FIND A ONE-SIZE-FITS-ALL THEORY.

IT IS EFFICIENT TO ACQUIRE WITH ->TIPS AND TRICKS:->TO TOUCH MANY THINGS RATHER THAN ONE-, THIS IS THE SHORTEST WAY TO GET BETTER. YOU CAN SAY THAT YOU LEARN WITH YOUR BODY, NOT YOUR HEAD.

THE IDEAL IS TO REACH A LEVEL WHERE THE APPROPRIATE CUT IS SEEN AT A GLANCE. THIS BOOK IS DESIGNED TO BE READ REPEATEDLY. AT FIRST LOOK, THE ANSWERS SEEM TO BE INSUFFICIENT, BUT WE AIMED FOR THE AMOUNT OF COMMENTARY THAT I THOUGHT WAS MOST SUITABLE FOR THE SECOND READ. KEEP READING IT.

WE WOULD BE DELIGHTED TO BE ABLE TO SUPPORT YOU IN YOUR QUEST FOR EXCELLENCE.

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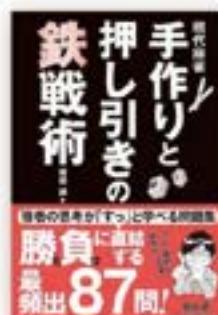
「何切る」本のベストセラー!

麻雀 傑作「何切る」

300選

〔著〕 G・ウザフ

〔編〕 福地誠



強者の思考が学べる問題集!

現代麻雀

手作りと押し引きの

鉄戦術

〔著〕 福地誠

