Made by: N-Ice

To understand the details and importance of the feat you should understand how the game works. But worry not here's a small explanation made by me who learnt Mahjong just for this feat:

Mahjong basic understanding -
4 of every tile
3 suits all 1-9

Suit 1: Sticks
Suit 2: Dots
Suit 3: Chinese Numbers

Other tiles: no need to memories just see if identical

Played: Shuffled face down in 17 stacks

Every player starts with 13 aside from the first turn having 14

Pick first tile of the 17 stacks and after doing so you can discard any tile you have

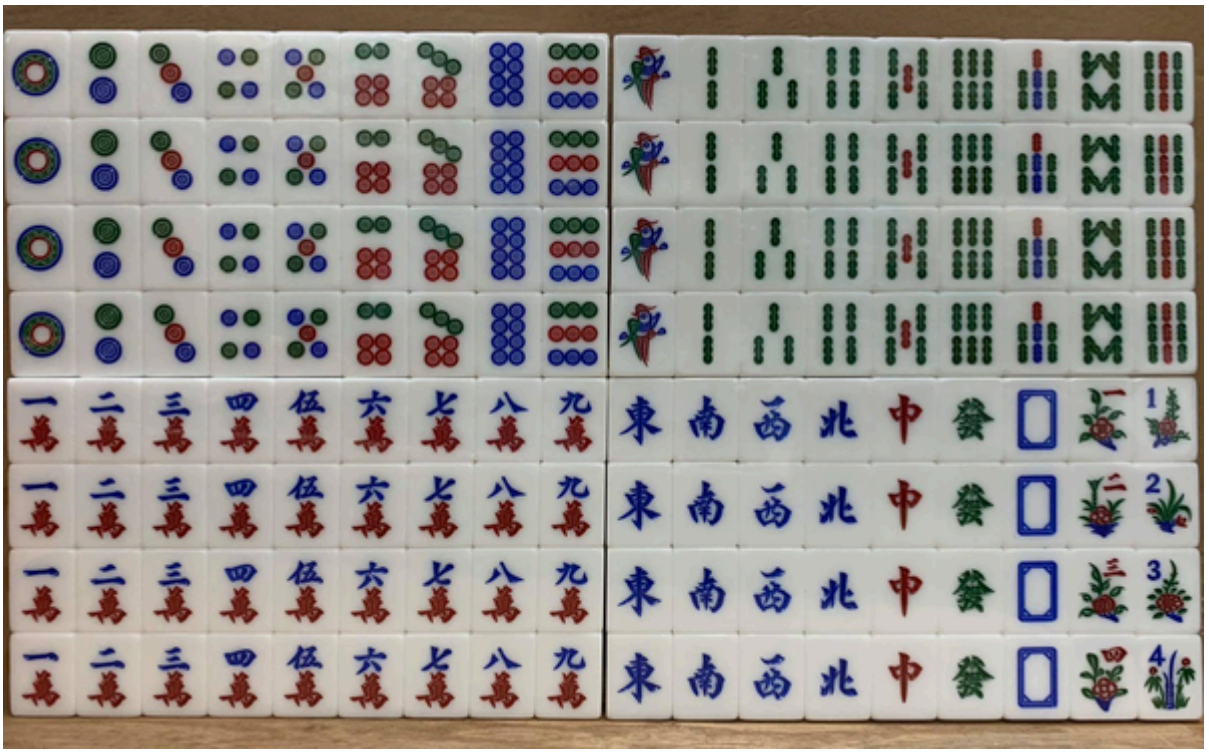
2 identical tiles = Pair
2 types of sets: Triple (3 identical)
3 in a row (same suits, sequenced: X, X+1, X+2)

Set only valid with 3 tiles
Winning Hands: 1 of the pair, and 4 of sets (can be either a triple or 3 in a row or mixed)
You collect the tiles until you'll be keeping parts of the winning hand, having 13 tiles.
And then when you get the 14th you won't have to discard it, IF it'll complete the winning hand.
Additional: When it's not your turn -
You can take the discarded tiles in 2 ways (Pong + Chow)

You can only take a discarded tile after saying it outloud and before the next players turn for Pong.

And only for the player on your left (one turn before you as the game goes clockwise) you can take a discarded tile after saying Chow.
Say Pong when someone discarded a tile that would complete a triple for you. Say Chow when someone discarded a tile that would complete three of the same suit in numerical sequence. After doing so you turn the tiles face up for everyone to see. You'll also need to discard a tile after doing the meddling.
But if you complete a triple, three of the same suit in sequence or pair without meddling you don't have to expose it.
If you'll get a Quadruple through either Kong or Picking (and decide to use it after picking) then you'll need to win with 15 tiles but if you do it's higher reward.
You can also win with 7 doubles.

How Mahjong tiles look:



You pick tiles from the middle, and one by one, you can't choose any but only the one that's counted as the first and all the players do the same (Unless you use the dice, then it's chosen by the dice number. Which is what was used here)
And because of this you can't actually cheat unless you can control the dice AND also know your tiles, your opponents tiles and the tiles that are waiting to be drawn (Once you understand the basics of Mahjong it should be pretty obvious), as you don't just draw whichever tile you want and desire.



So firstly before starting the feats themselves in Mahjong by Kuze and Yuki, I'll send the special rules they agreed on:

"Oh, by the way, President… What are the specific rules?" Masachika asked as he gathered his tiles.

"Hmm… Let's start with thirty thousand points and allow red *dora*, *kuitan*, backdoor, *agariyame*, double *ron*, triple *ron*, double *yakuman*, triple *yakuman*… Well, you get the picture. Anything goes. Oh, except the game doesn't end when someone goes bankrupt."

"Ha-ha… All right."

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From the beginning the specific rules for Mahjong game they decided on were:
red dora, kuitan, backdoor, agariyame, double ron, triple ron, double yakuman, triple yakuman

Explanations:

Red Dora refers to special dora tiles that are marked in red, providing extra points when they form part of a winning hand. These are - The 5 of Dots, The 5 of Sticks, The 5 of Chinese Numbers.
Kuitan refers to winning with an open hand (calling tiles) while completing the "Tanyao" yaku, which means the hand consists of only simple tiles (numbers 2 to 8) without honors (winds or dragons) or terminal (1 and 9) tiles.
Backdoor in Mahjong refers to a strategy where a player keeps options open for multiple possible winning tiles.
Agariyame allows the dealer to end the game immediately after winning a hand if they are ahead in points.
Double Ron occurs when two players simultaneously declare "ron" (a win by taking a discarded tile) on the same discard. In this situation, the discarding player is responsible for paying both winning players.
Triple Ron occurs when three players simultaneously declare "ron" on the same discarded tile. This situation is rare, and in many rulesets, it results in a "chombo" (a penalty or hand reset) since the discarder cannot pay all three winners.
Double Yakuman occurs when a player achieves two yakuman (limit hands) in a single winning hand. [Yakuman = Thirteen Orphans, Four Concealed Triplets, Big Three Dragons, Little Four Winds, Big Four Winds, All Honors, All Green, All Terminal, Four Quads, Nine Gates]
Triple Yakuman is even rarer than a Double Yakuman, involving three yakuman in one hand.
Here will be the first addition:
This time around, Red Dora, is actually pretty good as a buff to the overall CPI and VSI, as it's basically additional calculations you have to make. As Red Dora's give additional value compared to a regular tile and would be a different piece to memorise, and also slightly makes it harder to calculate the value of hands beforehand like they did.
Now the feat itself will be 2 parts:
Part 1 - About where both of them understood the cheating from Touya as first
Part 2 - Going against Touya's cheating, turning the tables around and also completing multiple goals.

Volume 2 Page 113-114:

While Kuze was casually able to analyse the patterns in the play-styles of his opponents he also noticed the cheating. Because you draw the tiles in the sequence and can't just pick whichever you want, but only the one that comes next, the main way to win is use the sleight of hand while dealing and shuffling. Kuze was able to notice that and also perceive + understand emotions of both Touya and Chisaki, noticing that she didn't know he was cheating and him having a shadow of guilt. Through seeing Touya cheating early on Kuze was able to understand the meaning behind the words "anything goes" while the special rules were announced. Through that he would be able to evade the trap made by Touya as the winner will be able to make the loser do something they want. If Kuze stayed unaware it's no doubt that he along with a beginner Alya, wouldn't be able to outplay a cheating pair of Chisaki + Touya, a very smart duo of Yuki + Ayano with Yuki also being 6th Dan of Online Mahjong. Yuki also noticed the cheating that's why she stopped Touya from being the dealer.

{Part 1 of the Feat}

Ayano really plays it safe. She's good. Chisaki, on the other hand, plays really aggressively. And Masha? …I'm not even sure she knows how to play.

They continued on while Masachika gave Alisa advice from time to time, but Chisaki and Ayano kept competitively picking up the wins and becoming the dealer. When the second half of the game started, Chisaki switched places with Touya and Ayano with Yuki. Almost immediately, Yuki won with a high-scoring hand, and when Touya eventually ended up becoming the dealer, he won three hands in a row.

Huh… Touya's cheating, Masachika thought as he watched from behind Alisa.

Now I get it… "Anything goes," huh? Which means cheating's fine, too.

From what Masachika could see, Touya was loading tiles into the wall and using a sleight of hand when drawing them to swap the unwanted tile

with something else from the wall—he was sure to draw whatever he needed to win.

"Oh, wow. I win again."

"Wow, Touya! You're amazing!"

"Ha-ha-ha! And that's why I'm the president."

Although Touya cheerfully accepted Chisaki's compliment without a hint of modesty, if you looked hard enough, you could see a slight shadow over his eyes as if he was kind of ashamed of himself.

Looks like Chisaki doesn't know he's cheating, so he must be using some sort of trick that makes it near impossible to tell from behind.

That was when Touya finally realized he had been caught.

You noticed, huh, Kuze? Impressive. I wasn't expecting Suou to notice as well, either… But no hard feelings, okay? Because this is also a student council tradition.

And he wasn't lying. This was actually a Seiren Academy high school student-council tradition… At every welcome party for first-year students, the president and vice president would cheat and do everything it took to beat the first-year students' asses in mah-jongg. It was their way of teaching the new members that they'd never survive the student council

Volume 2 Page 116-117:

After Kuze persuaded Alya to allow him to switch in, by bringing in being embarrassed he didn't win while she did. He and Yuki understanding each other didn't even have to look at each other to understand what they must do.
They both were loading the tiles into the wall, both having learnt how to do Dice Control something they learnt in their past which made it so easy to cheat for them. They also both made it so that they gain equally rather than one will compete with the other, so they had an amazing teamwork here to gang up against Touya who got an upper hand by cheating in the very beginning. Now, one other thing to remember is that, in order to do this type of cheating they'd have to actually memorise the position of most if not all the tiles to be able to know which dice throw to do that'll benefit them, while also keeping the score between each other close and getting to the point they tied with Touya to have a fair match at the end. There's 144 tiles and they'd have to know at least the majority of the tiles placements, values etc to be able to pull off this cheating. At the same time they'd have to do it quickly as the many rounds passed only in a few minutes. For this they'd also need to visualise where and what tile is located while also knowing which tiles other players have. With this they directly manipulated the whole game and indirectly it's players.

{Part 2 of the Feat}

Touya was sure he was going to win at this point.

…How naive he was.

"Alya, you think I can play some?"

"Huh? But…"

"I still haven't won a hand, which kind of puts me in an awkward position since you already got a win and you're a beginner. Know what I mean?"

"I guess. Fine. We can switch."

"Thanks."

After swapping out with Alisa, who was in the best of moods for getting revenge against Yuki, Masachika sat down and locked onto his sister.

…In two minutes, Touya was about to learn a hard lesson about what happened when you underestimated these siblings (nerds?).

"Oh. My apologies, President. I made a little mistake."

"What?"

"*Ron.* Dealer *baiman*, twenty-four thousand points."

It was only the second turn when Touya discarded an ordinary tile, which played right into Yuki's hand. He still believed it was merely a coincidence at this point, but he immediately recognized something was wrong when Masachika won next.

"Oh. *Tsumo.*"

"What?"

Another two minutes went by, and he didn't even get a turn this hand.

"*Chiihou.* Wow. I won as a nondealer on my first drawn tile. *Yakuman*—and I got the highest standard scoring hand."

"Wow, Masachika! That was incredible!"

"Oh my. You won already?"

"What?! '*Chiihou*'?!"

"Congratulations, Mr. Masachika."

"Uh…?"

In the midst of the female members' excited and bewildered gazes, Touya looked across the table at Masachika.

Tsk! Impressive. I didn't think you had it in you, Kuze.

Heh… You made your first mistake when you thought you could cheat to defeat me.

Masachika returned Touya's twisted smirk with a fearless grin of his own…because he was cheating, too. Yuki may have shamelessly said,

Firstly let's talk more about PSI, WMI, VSI, FRI of the feat:
When he and Yuki took over, they were in different teams (Kuze + Alya and Yuki + Ayano were different teams, so was Touya + Chisaki. Masha was by herself as the 4th) but through understanding each other knew they had to cooperate to win because Touya was cheating while dealing and was up a lot after the first few rounds. They also made sure that by the last round Yuki's duo, Kuze's duo and Touya's duo will have the same amount so that they can be fair and square on the last round. And unlike Touya they couldn't both cheat through dealing and they didn't. So what they did is insane. By the rules they threw the dice to draw the tile, and they manipulated the dice to get the correct draws. But for it to work they'd need to actually know each others tiles and ideally their opponents tiles as well so they won't one up them. They'd also need to know what tiles they'll draw or else manipulating the dice throws is useless. Basically through that it becomes obvious that they'd need to: Calculate how much their hands will have and how much they should get each round so they 3 duo's will have an equal amount by the last round, memorise and visualise where each tile is [visualisation is also needed to know which tile will be drawn by which dice throw and which of these they need] mind you they'd need to make all of these calculations consistently by each round while also calculating what hands the enemies can possibly get so they won't get unlucky and Touya's Duo and Masha will draw a lucky hand and stop them from being the dealers.]
To sum it up in the Mahjong game which is fast paced, they continuously visualised, memorised and processed position of all the tiles which is 144 tiles, including making adjustments so that their opponents can't get a winning hand, while also calculating the value their hands will get so that they won't get greedy and one-up each other and also to be equal with Touya's Duo by the last round.
And also one last thing which isn't hard to think about but is an important detail, their WMI + PSI + VSI was getting constant adjustments and additional work whenever someone discards a tile as there's many possibilities for them to discard any, and there's also many possibilities of what tile other's will pull, so to fully control the game and continue knowing the positions of all the tiles their calculations was constantly adjusting. (Because else, they'd basically predict what tiles other's would discard and what their dice would show before it happens? Which is illogical.)
Now for FRI: it's also textbook Figure Weights through insane calculations of numeric values and quantitative reasoning which is actually pretty much half of FRI.
And once you understand how Mahjong works, it'll be easy to find that without visualising where all the tiles are, remembering where they are despite the fast pace, discarding of the tiles and collecting them also happens literally every turn thus changing the structure by a bit so these changes have to be actively processed, visualised and memorised to gain a perfect control. Without doing all of this you can't do what they did. At the same time they made sure that both of their Duo's and Touya, would all be on equal footing by the final round also is more towards processing speed to know what hands to get to gain a certain value each round to have a 3-way tie for the last round without cheating to decide it all.
This Feat FSIQ ranking:
PSI > WMI > VSI => FRI
Now before I'll be diving even deeper into the calculations done there and their impressiveness both between rounds and in-game, let me validate the usage of the logical interpretation of them both knowing all the tiles.

1 - Dice Control.

There's 0 reason to control the dice and which tile you'll pick if you don't know what tile will be under what number. There'd be 0 value in doing so if it wasn't known what number they want which can only happen if they know what tile it would be

2 - Concrete statements.

Things like it being said it's a cheating, "two people loading tiles into the wall"

Not only that it's heavily shown they are playing together against Touya despite being on the same teams, too

There's no other way for them to also control the game or know what tiles the opponents have (which was also shown) without knowing positions of the tiles. And saying they only know certain tiles just is an actual appeal to possibility, because they get shuffled. So if they get shuffled why would you assume they only know the tiles on the opponents hands? Or only on the table? It makes no logical sense.

It was also said that "there wasn't another nerd in whole Japan" so it's something exclusive to only them in the whole Japan narratively wise, and things like literally mastering the cheating art, too.
There's no appeal to possibility here as it's shown so many times through so many things and can't be anything else

"Wow, Masachika! That was incredible!" like she didn't know what was going on, but she'd played a part in the cheating as well.

What kind of nerds would we be if we didn't know how to cheat with a little dice control?!

There probably wasn't another nerd in Japan who could relate to what Masachika was screaming in his mind, but these two siblings had mastered the art of cheating. They got exactly the number they wanted when they rolled the dice as if it were only natural. Incidentally, it was their paternal grandfather who had mentored them in the art of cheating.

Sorry, President. It's over. It's just too easy when you have two people loading tiles into the wall like this.

Tsk…!

They closed the huge gap in points in only a few minutes, making Touya narrow his eyes in frustration, which amused Masachika.

After swapping out with Alisa, who was in the best of moods for getting revenge against Yuki, Masachika sat down and locked onto his sister.

…In two minutes, Touya was about to learn a hard lesson about what happened when you underestimated these siblings (nerds?).

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If you can choose which tile to take, you'd not care if you didn't know where which one was, hence you'd not manipulate the dice, or find meaning in doing that.

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Yuki, after seeing through Touya's cheating, put a stop on it by discarding the specific tile that would grant Alya the triple which she needed to win. This would mean, that Yuki already somehow was able to know that Alya only needed the last triple to complete her winning hand. At the same time she specifically did it so that Alya (who's in the same team with Kuze) won't score too much from that play and made it be a lower score than Alya hoped for.

Bizarrely pumped up, Touya was ready to get his fifth win in a row when all of a sudden…

"Ah! *R-ron*!" Alisa awkwardly announced the moment Yuki discarded a tile.

"Wow. *Riichi dora*… That's twenty-six hundred points, I believe," Yuki commented after counting the points. Alisa smiled, although in a somewhat disappointed manner as if the score was lower than she'd anticipated.

"Heh! A little payback for what you did to me in poker."

"Yes, you got me." Yuki smiled empathetically as she handed Alisa her point sticks. Alisa immediately looked back at Masachika haughtily.

"Wow. Congratulations on your first win."

"Thanks."

Alisa flicked her hair back proudly, but…

Alya… Yuki gave you that tile on purpose.

…Masachika, who knew exactly what was going on, smiled softly as he gazed at Alisa's profile. And he wasn't the only one. Everyone besides Alisa and Maria knew what was going on. Yuki had predicted Alisa had a hand with a low score, and she had perfectly foreseen the tile she needed for a *ron* call. Why had she done this, though? Because she needed Alisa to get the win to prevent Touya from being the dealer again. Only the Kujou sisters didn't understand what was going on, since they were beginners.

"Congratulations, Alya."

"Thanks, Masha. You better get a win, too, okay?"

But nobody dared to say anything, since Alisa was all puffed up in front of her sister, who hadn't won once yet. Touya and Chisaki forced pitiful smiles, Yuki did her usual archaic smile, and Ayano clapped with a blank look on her face. The student council room at Seiren Academy was a kind place.

"Ahem. Shall we start the next hand?"

Touya began shuffling the tiles. Although Yuki's smooth move stopped him from becoming the dealer again, Maria's future was hopeless since she still didn't have any points, and Touya was already far ahead of the pack with Yuki in second place and Alisa in third.

Hmm… I suppose I've done enough. The others are going to start getting suspicious if I go overboard. I just need to make sure I don't play into their hand.

Plus this from Yuki, directly shows that she knew what piece of the hand Alya was missing, And gave it up intentionally so she'd win and Touya will stop being a dealer and cheating. Take it all together and it's a solid logical conclusion about the fact that they know all the tiles, so since this was asserted let's continue with the impressiveness of the feat.

Continuation of analysis after new discovery as Mahjong Feat has more to it.

Let's talk more about Perception and CPI + VSI:
As explained before already Kuze and Yuki both share the feat so this applies to both, but just for it to be easier I'll speak about Kuze.

After each round the tiles get shuffled like shown on the SS's
and you can also watch it on the video:
https://youtu.be/F0Mqg76-7y4?si=0j3ZqUGOVbFiBX6i

Now important details about it:
After each round they shuffle the tiles, it's done by all 4 sides of the table (hence minimum 4 people) at the same time with the tiles facing down. It's done so that there can't be any way to actually cheat or anything.

Through this, unless you'd remember all of the tiles positions while they were laying down you'd not be able to do anything. But even that isn't enough because while shuffling your own and memorising all the changes, you'd have to notice minimum 3 other pairs of hands doing the same simultaneously. With Kuze it was 4 in the first time bare minimum as he was already able to cheat in this method and did dice control on the first round that he switched with Alya (which would mean that she's the one who shuffled the tiles, as it's done by the players who are sitting pretty much immediately after the round ends).

So, 8 hands moving in different directions all moving different tiles, this process is done for 30-60 seconds usually, with 4 players doing it at the same time with both of their hands. Now it could be argued that since there's 7 players here not 4 it's 14 hands, but let's stick to 8 hands.

Some tiles would also be covered by the hands so they'd also need to be visualised in the position simultaneously as well as all other tiles (because they are turned downwards). The perception here needed is insane through monitoring 8 hands at the same time and each hand moves a handful of tiles at the same time.





Here new stuff is coming.
This is for shuffling. Aka something that happens in-between rounds, in Mahjong there's two types of shuffling, But not only do they not have shown such a table in anime, manga or mentioned in the Novel, it happened in SC room which would be weird for there to be special tables for that. And also that would make them knowing all the tiles plainly impossible, so the second type is by hand as by the video demonstration, hence they kept track of all the tiles and their interchangable positions through the shuffling. Now let's get towards the in-game.
First of all, each turn spans for about 5-10 seconds, because if you take more than 5 seconds your "saved" time gets depleted. Each time it's your turn you have 5 added seconds and if you take more than 5 then the saved time gets depleted which is 20 seconds. So on average it wouldn't even be more than 6-7 seconds for each turn and for each decision.
Let's slightly break this through why it's important for CPI and VSI, you can't predict what the opponent will take from the table as you can't predict what THEIR dice throw will show, because others aren't using it so even if you read minds you just can't do that and you have to adjust your calculations of all the tiles that are on the table based on that, then after you took tracking that, you have to see which tile they'll discard (as they have to after taking a tile they have to discard one) which again, you can't predict since it's their choice even if you know their full hand where goes more calculations like what they want to have in their hand and what tile you can't afford to discard yourself because they can meddle and finish part of the hand which by no means is good, hope that's clear enough? Basically both what they get and what they discard you have to adjust on-spot to that both in what is left on the table and the positions and what you can or can't do and what they'll be doing afterwards.
Then after all of these calculations adjustments, you also have to choose which tile on the table you want before using the Dice and it's control, and then as I explained before, since Touya started cheating first, they want to MATCH his score he gained in the beginning both by the last aka 10th round, so there's additional calculations like if Yuki or Kuze should finish their hand and what hand it should be to in the end get the specific value out of all the possibilities so it'll add up to the score they specifically need.
Now the last part of this, there's tens of turns, so you have to do all these on-spot calculations consistently throughout the whole game with a very small margin of time of 6-7 seconds on average (highball, maybe less, 6-7 is ASSUMING each round by the end they barely had any saved time left).

So with the whole context, during those 6-7 seconds (again highball of the time used)

They have to do these adjustments, they have to see what the opponent takes and discards, they have to see what THEY can discard both for their opponents hand to not get more completed as Touya is still cheating mind you once he understood they started cheating (through whatever means, they literally read each others thoughts by looking into the eyes so I won't be even thinking how he knew) and so they have to worry about that aka not feeding Touya's hand with discarding while getting closer to completing theirs while feeding and loading tiles for each other while also calculating what hands they should get on the spot for the values they'll get as they have to calculate for the further rounds to end up with the exact score to match Touya and not be below or above

At the same time of thinking about all this for discarding, they have to think which tile to pull which has all these same processes but in a different time aka what hand and what value it'll have and which of the choices they should use for the future turns to complete the hand.

When reading parts like these, the context of how Yuki and Kuze wanted to tie with Touya and not be above him or especially below him, as a punishment for cheating and not being behind and other stuff, the full picture is shown and pretty obvious

Don't worry, President. I promise we won't cheat during the last round.

What? Don't tell me you…

Touya almost gasped aloud when Masachika made eye contact with him. After the two siblings won their hands, everyone was almost tied for first, with the exception of the holy mother Maria, who was deep in debt. Whoever won this next hand was probably going to win the entire game.

We wouldn't want our partners to know we're cheating, right? Let's play fair and square and wrap this game up.

…Hmph. All right. I don't need to cheat to win. You will feel the great weight and power I carry as the president!

They exchanged manly smiles in agreement.

Now…

…let's have…

…a fair fight!

Now, this covered all of the amazing FSIQ value of the feat, it also has amazing value in sensory through the shuffling and observations, and also insane value in EP + EU, by Kuze and Yuki being able to know each others moves and cooperate without any signals or communications and also being able to talk with their eyes through eye contact. But it also has insane Tactical aka Strategy value.

Now let's go towards Strategy

Strategy ranking:
Countering Difficulty = Strategy Success Rate => Strategy Resilience => Strategy Shielding => Execution Control > Strategy Efficiency

By itself this feat also has pretty insane strategy in multiple ways:

Not only was it pretty much impossible to counter, it also was pretty much impossible to find out unless you have godly intuition as they didn't even communicate in any way to cooperate. And you'd need to assume they knew every tile and controlling the dice too on top to think that. And their execution control was insane too through the dice control and knowing all the tiles and their positions, while going through multiple goals they had in mind both. And their strategy really had no way of failing.

Making this feat insane in Strategy Resilience (using a method that they both know and understand perfectly while also cooperating), Strategy Success Rate (through the resilience it's control was perfect and so was their ability to manipulate the events of the game), Strategy Efficiency (going through many goals at once), Execution Control (the whole

execution, being able to perfectly control the dice and the tiles they draw + discard + teamwork), Strategy Shielding (how it's nearly impossible to cheat in this game and it's also impossible to prove they are cheating too because you can't prove them having perfect dice control or knowing and visualising all the tiles. Touya mainly knew through intuition but he also couldn't just call them out without proof or it would seem just as him being petty because his advantage is getting destroyed while they could also uncover his cheating), Countering Difficulty (is insanely high as you can't even counter their strategy because of perfect control by yourself, unless you have 2 different teams teaming up and doing as crazy of a feat at literally the same time).
And once you connect all of their analysed actions, and the details of their strategies as well as their game manipulations + calculations it also makes up for a great Strategy Complexity.

And complexity I'm unsure where to put

Of course I didn't explain everything in depth, but you probably understand it by yourself if you'll read.

For example it's resilience, countering difficulty etc is insane through the fact that it's insanely hard to stop or influence no matter what tiles you discard or what you do

SSR, Shielding is also top tier because good luck even finding out they are cheating, but if you do, then good luck proving it. If you can't do that you'd have to outdo them, which means you'd have to outdo 2 people who cooperate without communication or even a glance at each other who also perfectly control the dice and know the position of all the tiles...
Basically yeah, even playing perfectly you can't actually stop their reign.

Not only do you need an insane intuition and abstract thinking/reasoning to even find out they are cheating, you can't even prove it because of their method and not communicating.

But also to stop it, you'd have to get 2 teams controlling the dice AND communicating without even looking at each other AND know position of all the tiles.

Basically good luck finding it out, if you can, can't prove it, and if you can't prove it gotta outdo it.

To even compare with it you gotta have AT LEAST, 2 teams do the same with basically mind reading each other, controlling the dice and knowing all the tiles.

Now let's put into perspective just how resilient and difficult to counter this whole thing is from Yuki and Kuze.

In Touya's position even if you get perfect PSI, WMI, VSI, Mind Reading to know that they cooperate and all that, you'd still lose as you can't prove it, you can't rely on Masha who doesn't know what she's doing and you can't stop them from getting any tile they wish.

Even if you also get perfect dice control on top like them, yet another insane ability mind you, you'll still lose as them cooperating makes it literally impossible to win as they load the tiles

together and help one another to win in each round without conflicts. Making this feat impossible to beat even with perfect PSI, WMI, VSI, Dice control and Mind Reading.
All the while impossible to prove they are cheating as they never communicated or anything of the sorts either.
All the while it's decently complex it has unshakable Countering Difficulty, Success Rate, Resilience, Shielding, Execution Control
Only real way to compete with them in Touya's situation, is by getting Telepathy and having Masha discard tiles specifically for you

But even then Masha can't do the dice control so EVEN WITH ALL THIS one would still lose on Touya's position.

So again, even if, as Touya in his position, you get perfect FSIQ, you can mind read them and know they are cheating etc, you can't prove it. And even if you get all this + dice control like them, it's still 1v2 and they just overwhelm majorly, as you'll have to be more careful when discarding than they are because you have to make sure you discard what's not going to complete either of their hands or help it and they do the same but only for you aka one person. And they load the tiles for each other too helping each other win different rounds as they are on opposing teams so you just can't catch up to them anyway.

(Which was also mentioned)

> *Sorry, President. It's over. It's just too easy when you have two people loading tiles into the wall like this.*

Get perfect CPI, VSI, even if you get mind reading, even if you get dice control, hell even telepathy to allow yourself to team up with Masha which is just insanely lots of advantages, she still can't dice control so you still get overwhelmed. This ridiculous amount of things the other party can get just to not get closer to winning, shows just how nefarious this is, as even with those supernatural abilities you can't do anything. Mind you, they are reading each other minds thorough the game as shown (Touya and Kuze as well as Kuze and Yuki as they allied themselves without even giving any signal, which is actually a consistent ability in the verse too-) and Touya can do all that as well, so Touya is no weakling whatsoever and gets overwhelmed easily as they want.