Brief Overview of the Background Before the Match:

Although Hiro had defeated Ichikawa in the previous round, he hadn't gained any new clues because the old man had been hospitalized. One night, Ichikawa mysteriously disappeared from the hospital without a trace. Just when it seemed all leads were severed, Hiro remembered the scene right before Ichikawa lost consciousness. Earlier, while frantically searching for his medicine box, Ichikawa had dropped all his belongings. Among the scattered items, Hiro noticed a lighter. He wondered: why would a non-smoker like Ichikawa carry a lighter?

With this question in mind, Hiro and his partner, Kisibe, returned to the apartment where Hiro's match with Ichikawa had taken place. Hiro found the lighter, which referenced Takadanobaba street and had the character for "East" (東) on it. This clue led them to a mahjong parlor in that district. As the manager was in the middle of a game, they had to wait. While waiting, Hiro noticed a student being pressured by a wealthy playboy named Kawajiri. To help the student, Hiro offered to play the rest of the hand for him.

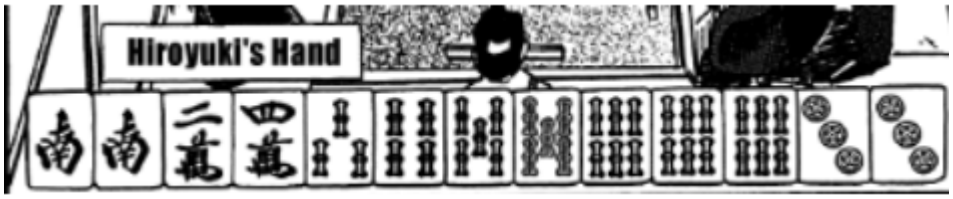
Brief Overview of the Match Format:

Basically, this is standard mahjong, but with a few differences from the matches throughout the story, as this is commercial mahjong. Commercial mahjong has some different rules, as follows:

- Instead of allowing only one player to call Ron, the rules here allow multiple players to Ron on the same tile simultaneously.
- The match uses Aka Dora (Red Dora) tiles, which are red 5s. Here, we use three red 5s, replacing three regular black 5s (one red 5-Man, one red 5-Pin, and one red 5-Sou). Each red 5 counts as one Dora.

Match Progression:

When Hiro sat in for the student, his current score was 19,600 points, while Kawajiri had 23,300 points. Hiro was seated in the East seat, and the Dora indicator for the round was the South tile. Hiro's starting hand was as follows:



This was considered a very optimistic starting hand, not only because it contained 3 Dora but also because many tiles could form sets and sequences early. On the 9th turn, Kawajiri made a strange move: he hesitated for a moment, thought, and then discarded a 7-Man tile. Let's observe his discard pile:



It's noticeable that in the early stages, Kawajiri consistently discarded terminal tiles (1 and 9) and honor tiles. This strongly suggests he was aiming for a Tanyao (All Simples) hand. In subsequent turns, Kawajiri discarded a 2-Sou and a 3-Pin, indicating his hand was taking shape and he no longer needed these edge tiles.

Tanyao (All Simples):



By reading Kawajiri's actions, Hiro deduced the progress of his hand. First, Kawajiri didn't discard immediately; he knocked on the table, pondered for a while, and then discarded the 7-Man. In mahjong, when a hand isn't in Tenpai

(waiting for 1-2 more tiles), players usually discard according to rules that optimize speed, quickly getting rid of tiles that are clearly surplus. A hesitation and careful consideration at that specific moment suggests the discarded tile must have had some meaning or weight for his hand – either it connected to a sufficiently good sequence, or it was a tile crucial for whether the hand reaches Tenpai.

Next, pay attention to which tile the opponent discarded. Kawajiri drew a tile from his hand and discarded the 7-Man. Logically, middle-numbered tiles (3-4-5-6-7) are extremely versatile for forming sequences. Usually, players keep these tiles as long as possible to aim for a better hand shape. When a player breaks up or discards a valuable central tile like 7-Man from their hand, especially after a hesitation, it confirms that their hand's framework is completely fixed. This shows the hand needs no further combinations, meaning it has officially entered Tenpai.

If these assumptions point to him being in Tenpai, why didn't he declare Riichi? The answer likely lies in the score gap between Kawajiri and the current leader, which is 12,200 points. To overtake the leader, Kawajiri needed a Tsumo win with a Haneman hand (12,000 points) or a Ron win with a Mangan hand (8,000 points) against the leader. Therefore, Kawajiri didn't declare Riichi to avoid alerting all other players (especially the leader) into defensive play. Finally, Hiro deduced that Kawajiri, after hesitating and weighing the pros and cons between points and the risk of being defended against, decided not to declare Riichi, silently keeping his Tenpai and discarding the 7-Man.

Hiro needs to use this information for his next move. The opponent just drew into a Tenpai wait. The reason he didn't declare Riichi is that his hand is already big enough not to need it, meaning its value is at least Mangan or higher, or optimistically, Haneman. Observing the opponent's discards, Hiro saw Kawajiri discarded all honor and terminal tiles early on, confirming his hand consisted entirely of middle-numbered tiles. Therefore, the hand definitely has the yaku Tanyao. To achieve exactly 6 Han (Haneman Tsumo) on a Tsumo without using the 1 Han from Riichi, Hiro deduced Kawajiri must be combining the most probable Yaku:

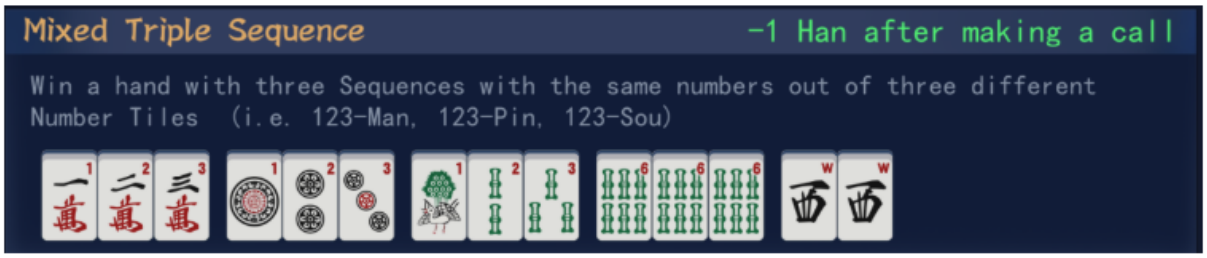
- Menzen Tsumo (Self-draw win with a closed hand): 1 Han
- Tanyao (All Simples, 2–8): 1 Han
- Pinfu (All sequences, two-sided wait): 1 Han

- Sanshoku (Mixed Triple Sequence – three identical sequences in Man, Pin, Sou): 2 Han (The highest-scoring yaku for sequence-based hands)
- Aka-dora (1 red 5 bonus tile): 1 Han

Total: 1 + 1 + 1 + 2 + 1 = 6 Han (Haneman Tsumo). If he wins by Ron, dropping the Tsumo, the hand would still have 5 Han (Mangan/Haneman), exactly the points needed to directly defeat the opponent.

However, knowing the yaku combination doesn't mean knowing his specific wait. To plan his next move, we need to delve deeper based on these deduced Yaku.

Starting the deduction around the Sanshoku (Mixed Triple Sequence) Yaku.



Hiro observed that all 4 tiles of 3-Pin were already visible on the table. He discarded a red 5-Sou. According to the rules, a red 5 provides +1 Han to the hand, so if it's discarded, there's a high chance it will be called. At that point, whether someone calls Chi or Pon on the 5, he would have a better basis for deduction.

Just as Hiro thought, after he discarded the red 5-Sou, the player to his left called Chi on that 5-Sou, revealing a 4-5-6 Sou sequence. Hiro observed that the old man had a 6-Sou in his hand, which, combined with the tiles on the table, meant all 6-Sou tiles were now visible.

At this point, there was enough information for Hiro to deduce. He observed his own hand and the open discards, confirming that all four 3-Pin and 6-Sou tiles were completely accounted for. This means Kawajiri cannot possibly hold any 3-Pin or 6-Sou tile in his closed hand.

With this, Hiro can lock down the complete sequences for Kawajiri's Sanshoku:

- Since there are no 3-Pin tiles, Kawajiri cannot have a completed 2-3-4 Pin or 3-4-5 Pin sequence.

- Since there are no 6-Sou tiles, Kawajiri cannot have a completed 4-5-6 Sou, 5-6-7 Sou, or 6-7-8 Sou sequence.

To gain the Sanshoku Yaku, all three suits (Man, Pin, Sou) must have the same numbered sequence. Since the only sequence-based Yaku among his likely waits is Sanshoku, he must be waiting precisely for the tile that will complete the final sequence piece for his Sanshoku.

To create the two-sided wait required for Pinfu in the Sou suit to complete the Sanshoku, Kawajiri must be holding a 4-5 Sou taatsu (tile pair/shape):

- Drawing/calling a 3-Sou would create a 3-4-5 Sou sequence (completing the 3-4-5 Sanshoku).
- Drawing/calling a 6-Sou would create a 4-5-6 Sou sequence (completing the 4-5-6 Sanshoku).
- At this point, the discarded 9-Sou becomes valuable: it eliminates the possibility that Kawajiri holds a 7-8 Sou taatsu waiting for 6-9 Sou (because if he waited this way, he would be in Furiten).

From these deductions, Hiro concluded that the opponent's wait was a double-sided 3-6 Sou. Discarding the red 5-Sou, while reducing his hand's value by 1 han, allowed him to read Kawajiri's wait, and discarding it didn't hinder Hiro's own hand progression.

Kawajiri discarded a South tile; Hiro seized the opportunity to call Pon, taking 3 Dora. Subsequently, he skillfully adjusted his hand, kept Kawajiri's winning tiles, and won by Tsumo.

After saving the student, Hiro pressed the manager about the lighter. Just glimpsing the item in Hiro's hand, Kawajiri recognized it and hinted that he knew its origin. However, in exchange for this information, he demanded that Hiro accept a challenge match against him.

Hiro agreed to Kawajiri's condition (if he lost, he'd have to strip naked and go outside). Just as Hiro was about to sit opposite Kawajiri, he stopped him, saying that seat belonged to the student and made Hiro sit to his left. Kawajiri also prevented Kisibe from sitting in the seat the manager had just vacated and called over a random employee to fill it.

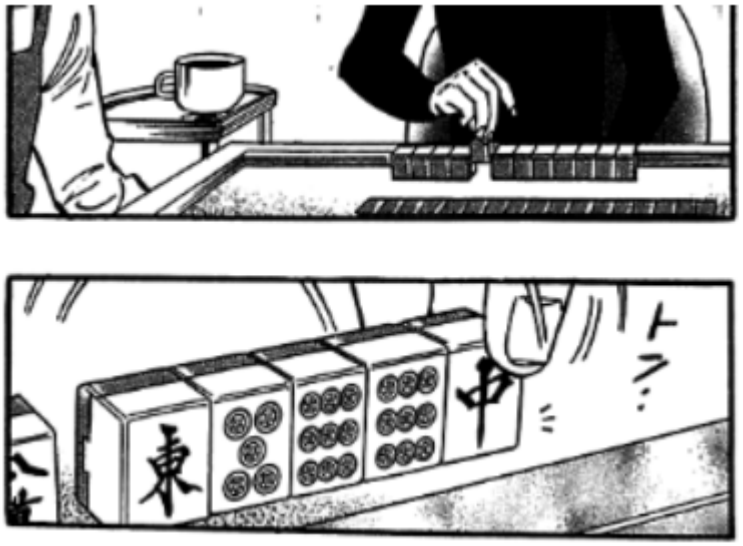
To Hiro's right was Kawajiri, to his left was the student (Mob 1), and across was the random employee (Mob 2). After Kawajiri fiddled with his phone for a while, the match began.

East Round 1. Dealer was Kawajiri. The Dora indicator was 9-Pin.

Kawajiri started with a very good hand, containing a whopping 4 Dora tiles (two 9-Pin and two red 5s).



On the next turn, Hiro and Mob 2 each discarded a Chun (Red Dragon) tile. At this point, Hiro noticed a strange behavior from Kawajiri. After seeing two Chun tiles discarded, he moved a tile from the middle of his hand to its far right edge.

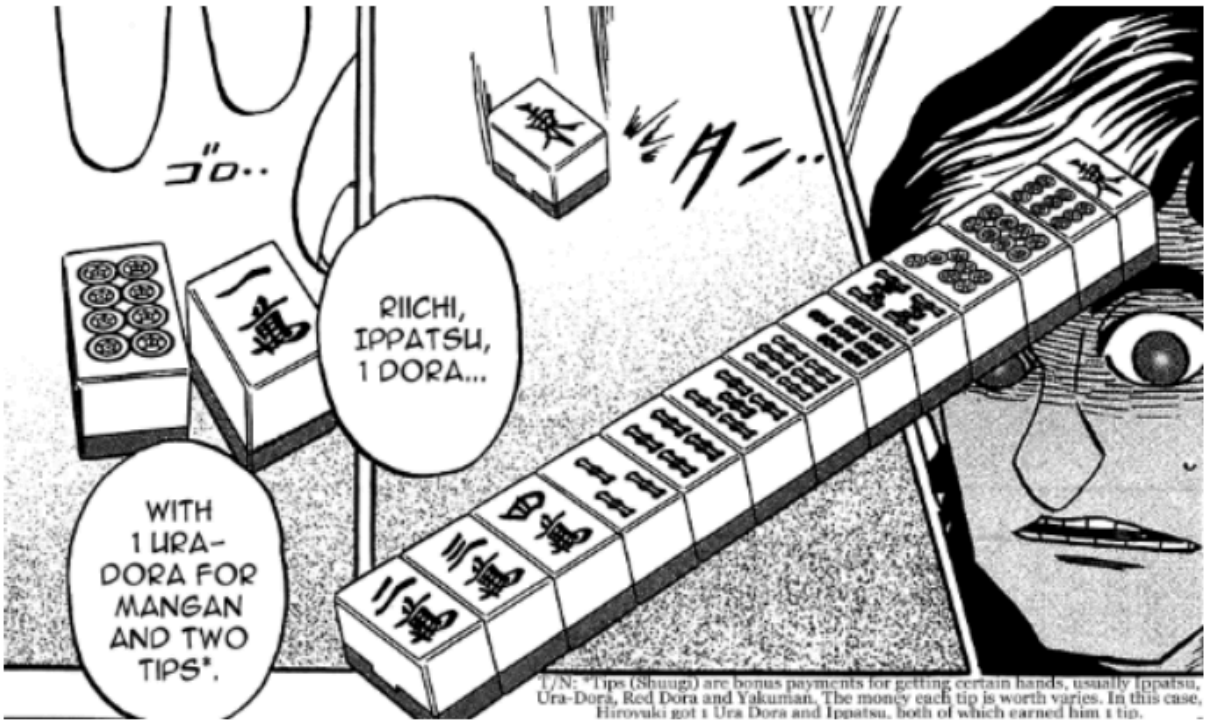


After drawing a tile, he discarded the tile he had moved to the edge, revealing it was a Chun. Here, Hiro deduced a habit of Kawajiri's: he would place the tile he intended to discard on the right edge of his hand before discarding it.

Hiro began exploiting this habit to set a trap. The most likely useless tiles to discard were honor tiles since they can only form triplets. If two of a kind were already discarded, keeping them was pointless. With this reasoning, Hiro kept the East tile in his hand.

Next turn, Mob 1 and Mob 2 each discarded an East tile. Seeing this, Kawajiri moved a tile from his hand to the right edge. However, on the following turn, Kawajiri didn't discard it but instead discarded an 8-Man. Hiro noticed the abnormality: just as Kawajiri was about to discard the tile on his right edge, he paused briefly after looking at his hand, then switched to discarding the 8-Man.

Hiro decided to put more pressure on Kawajiri. On the same turn, he discarded a 3-Sou and declared Riichi, determined to establish a single wait for a lone East tile instead of a very beautiful 3-way Pinfu wait that had an extremely high chance of a natural Tsumo or Ron. Hiro hypothesized that Kawajiri would try to avoid his Riichi by discarding safe tiles, and therefore, would likely discard the East tile Hiro predicted he had in his hand. Everything went as Hiro planned; Kawajiri discarded the East tile, and Hiro called Ron to end the match.



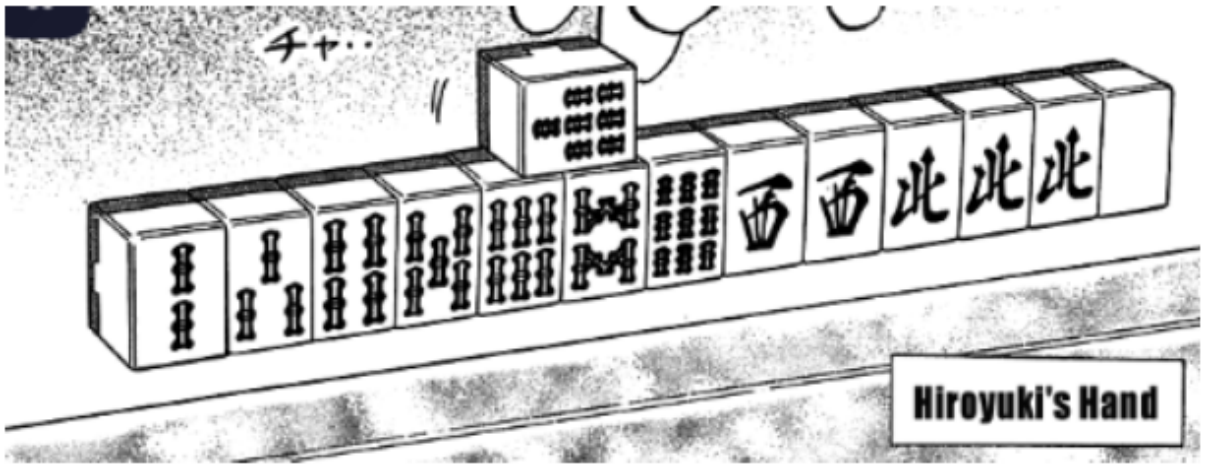
Simultaneously, from Kawajiri's abnormal behavior in the previous round, Hiro predicted that something on the yama (wall) must have made him change his mind to discard the 8-Man. Hiro recalled that the tile Kawajiri was about to draw had a slightly darker back compared to the rest. This tile was certainly more special than the others. Hiro deduced the only tiles meeting this condition were the red 5s.

Before the next round began, a group of four customers entered the parlor. They chose a table in the corner, right next to and behind Hiro's table. As the four

were chatting, Kawajiri yelled at them to be quiet and told the manager to turn down the music.

East Round 2. Dealer was Mob 2.

The hand sped up to the 8th turn. Kawajiri had now moved two tiles to his right edge and discarded one of them, which was a 1-Sou. Hiro deduced that the remaining tile moved to the right edge was either a 1-Sou or one of its surrounding tiles. With this thought, Hiro didn't declare Riichi upon reaching Tenpai with the hand below; instead, he entered Tenpai silently, waiting for Kawajiri to discard the other likely 1-Sou tile.



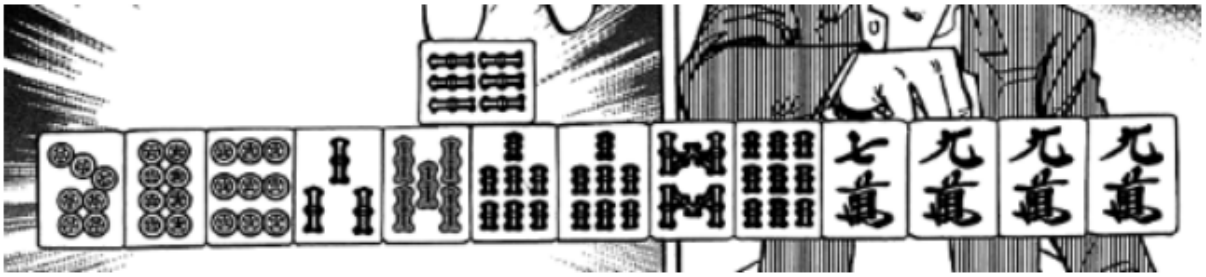
However, in the following turns, Kawajiri didn't discard the 1-Sou, instead continuously discarding safe tiles. The hand continued until it ended in a draw (ryuukyoku). When both players revealed their hands, Hiro immediately noticed the anomaly: Kawajiri had established a single wait for the very 1-Sou tile he had intended to discard earlier.

East Round 3. Dealer was Mob 1.

This round ended without anything special, as Mob 2 won by Tsumo.

East Round 4. Dealer was Hiro.

The match started quite favorably, as Hiro drew a good hand.



With this hand, Hiro could easily build an early hand with a 2-way wait (7-8 Man). If he drew a 7-Man, Hiro could gain the additional Yaku Sanshoku (7-8-9). On the 7th turn, Hiro discarded a 3-Sou and declared Riichi. Suddenly, Mob 1 acted strangely, constantly glancing around nervously. Kawajiri yelled at him to sit still and then started pondering.

Kawajiri's next move astonished Hiro. He decisively discarded a red 5-Man. This was an extremely risky decision, as the 5-Man was still a dangerous tile, very susceptible to being called for Ron. Not to mention, the Dora indicator for this hand was 4-Man, meaning the red 5-Man Kawajiri just discarded was worth a whopping 2 Han (1 Aka-Dora + 1 Dora). Accepting to discard such a valuable and risky tile was highly unusual.

Surprise followed surprise as Kawajiri then proceeded to discard a series of other dangerous tiles. Finally, he called a closed Kan, drew the decisive tile himself, and won by Tsumo, taking 3,000 points from each non-dealer and 6,000 points from the dealer.

After winning, Kawajiri boasted shamelessly about his amazing intuition. Only Hiro knew that Kawajiri's so-called intuition was a complete lie. Hiro deduced that Kawajiri's hand before entering Tenpai likely looked like this:



This hand required discarding either the 5-Man or the 7-Man to enter a single wait for Tenpai. In a situation where both the red 5-Man and the 7-Man are dangerous and easily called for Ron, a normal player looking at this hand would

think of cutting the 7-Man and keeping the red 5-Man to optimize their hand value.

Furthermore, Hiro noticed that Kawajiri didn't declare Riichi. At that time, he had three 8-Man tiles (which was Hiro's winning tile). If he had declared Riichi, he wouldn't have been able to call a closed Kan on the 8-Man if he unluckily drew it.

With these two premises, Hiro deduced that Kawajiri somehow could read Hiro's hand, making him reassess the man's skill level.

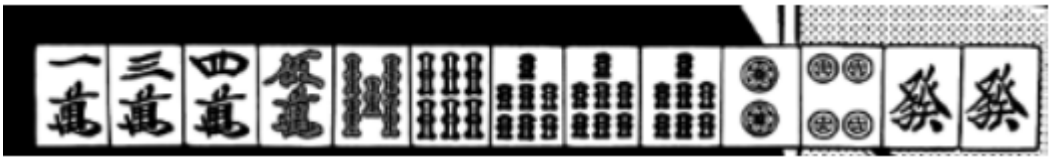
South Round 1. Dealer was Kawajiri.

The scores were:

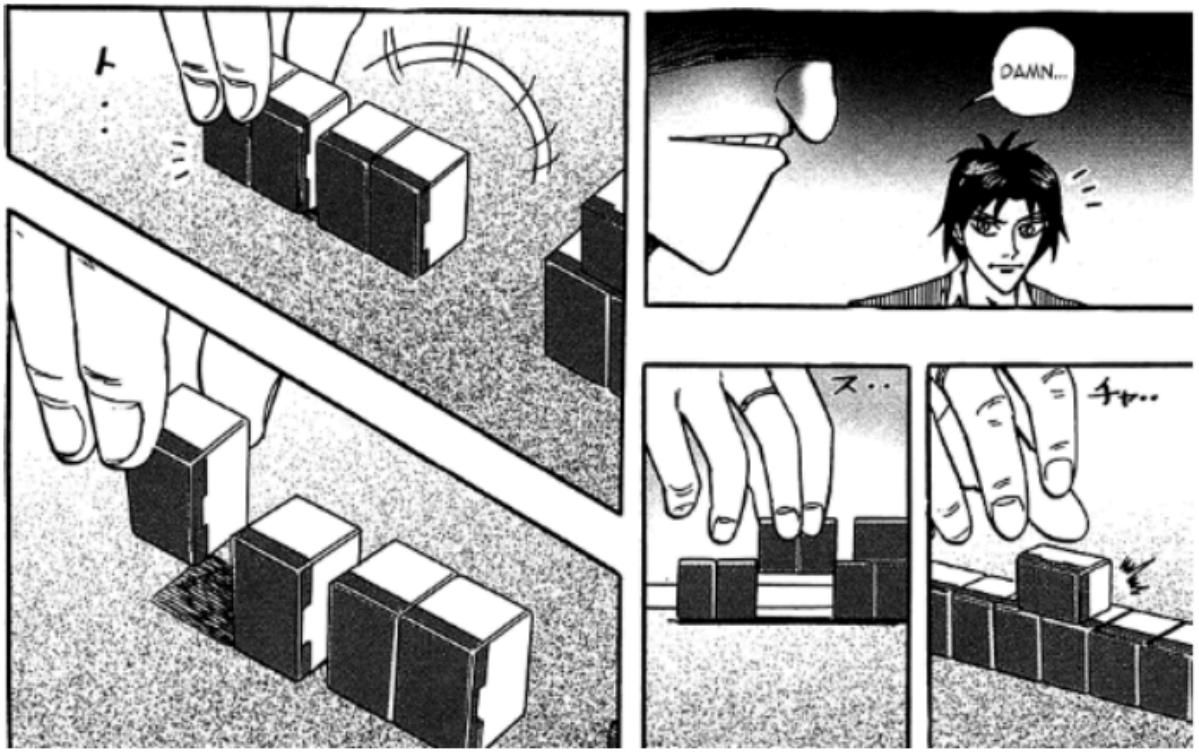
- Kawajiri: 30,400 points
- Hiroyuki: 26,400 points

The match progressed quickly to the 6th turn. Mob 1 called Pon on a 5-Pin and discarded a 7-Pin. Seizing the opportunity, Hiro called Chi on the 6-7-8 Pin sequence to speed up his hand's completion.

On Kawajiri's side, he currently had a very optimistic hand with 3 Dora (two red 5s and a 1-Man).



When drawing a tile, Kawajiri paused momentarily. Hiro noticed this. He moved two tiles to his right edge and discarded one, revealing it to be a 4-Pin.



Based on Kawajiri's habit, Hiro guessed the second tile was somewhere around the 4-Pin. As predicted, on the next turn, Kawajiri discarded the other tile he had moved to the right, revealing it to be a 2-Pin.

Just after correctly predicting the move, Hiro fell into doubt when comparing Kawajiri's behavior. Kawajiri's way of holding, arranging, and moving tiles was extremely clumsy. He exposed all his intentions and habits when playing. This was the style of a complete novice. However, throughout the previous two rounds, Kawajiri had completely locked up all of Hiro's winning tiles in his hand without ever slipping up and discarding even one. From the way he kept the 1-Sou to the way he didn't declare Riichi to guard against the 8-Man falling into his hand.

Hiro deduced that someone with such clumsy, amateurish tile handling could never read and defend to such a perfect, airtight degree. The only possibility Hiro could think of was that Kawajiri was secretly cheating somehow.

Over the next few turns, Kawajiri discarded two Hatsu (Green Dragon) tiles and declared Riichi. On Hiro's turn, he drew a dangerous 4-Sou. To test his theory, he discarded the 4-Sou. As expected, Kawajiri called Ron on that 4-Sou, revealing his hand.

Hiro immediately confirmed his hypothesis upon seeing Kawajiri's hand. His hand held two North tiles, yet before declaring Riichi, he had discarded two Hatsu. Logically, at some point, Kawajiri's hand must have had a pair of Hatsu and a pair of North (or perhaps he drew a lone North). Since Kawajiri was seated in the South seat, the North wind tile couldn't give him a Yaku. A normal player, upon drawing wind tiles not matching their seat, would prioritize discarding them. However, Kawajiri here preferred to break the Hatsu pair (which could form a Yaku) and stubbornly kept the useless North tile.

If Kawajiri had discarded the two Hatsu over separate turns, or hadn't declared Riichi immediately after, Hiro could still have dismissed it as standard tile cleaning. But by now, it was too clear. Kawajiri was definitely using some cheating technique. The way he handled the tiles and the way he discarded seemed like a novice, yet his ability to consistently avoid all of Hiro's winning tiles was an extremely abnormal contradiction.

But now a problem arose: if he could somehow peek at Hiro's hand, he could probably peek at everyone else's at the table, especially since, except for the very first hand, he also hadn't dealt into anyone's dangerous tiles.

South Round 1, Honba 1. Dealer was Kawajiri.

A surprise occurred when Kawajiri declared Riichi and discarded a 2-Pin. Seeing this, Mob 1 called Ron, ending the hand. This seemingly insignificant action allowed Hiro to connect the dots in his deduction.

Kawajiri angrily threw his scoring sticks. Hiro timed the moment perfectly, reached out, and pressed the button to open the tile collection slot in the middle of the automatic table. The table immediately lowered to collect the tiles just as Kawajiri was throwing his sticks, causing one of the sticks to get jammed in the slot. This sequence of events forced a temporary pause for the staff to fix the table. Hiro used this opportunity to call Kishibe to the restroom for a quick discussion.

Through the match progression so far, Hiro was certain that Kawajiri was cheating. He had some way to peek at hands, but only at Hiro's, evidenced by the previous round where he carelessly dealt into Mob 1's winning tile.

At the start of the match, Kawajiri had prevented Kishibe from playing, citing he was Hiro's ally. Naturally, he also called over a random passing employee to

play instead and insisted the novice student from the previous hand sit back down. This made Hiro think the cheating agent wasn't among the players at the table.

Next, Hiro remembered the point from East Round 2 onwards when Kawajiri could accurately read his hand. What had changed since then compared to East Round 1 and the hand Hiro played for the student? The answer was the group of four customers who entered the parlor at that time. Hiro recalled that at the start of East Round 1, Kawajiri had fiddled with his phone. He guessed he had called for assistance after witnessing Hiro's skill in the first hand.

This deduction was reinforced when that group of four sat in a position directly behind Hiro – a prime spot to peek only at his hand.

But a problem remained. Hiro knew one of those four was peeking at his hand, but he didn't know how they conveyed that information to Kawajiri. Throughout the match, he never saw Kawajiri glance at those four even once. He also didn't touch his phone or any communication device. Kishibe added that during the game, the four didn't make any discernible sounds, ruling out calling out dangerous tile names audibly.

Hiro began to think. If the signal wasn't visual, it must be through other senses; the most plausible here was hearing. This premise made sense, as when the four entered, Kawajiri had yelled for silence and told the manager to turn off the music.

At this point, Hiro started recalling external factors for more clues. He noticed two seemingly unrelated elements that connected. First, the parlor cat. From the start of the game, the cat slept on a chair, but occasionally, each round, it would wake up and perk its ears.

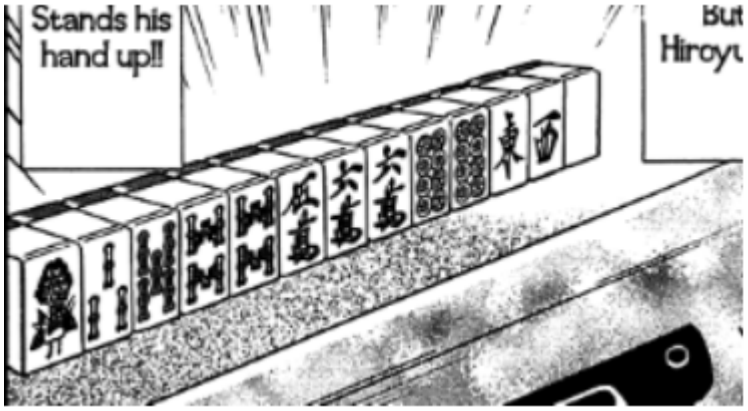


Next, the student (Mob 1), during East Round 4, when Hiro declared Riichi, kept glancing around nervously for some reason. These two actions, while seemingly unrelated, always coincided strangely whenever Hiro entered Tenpai. He had heard that animals could hear sounds inaudible to normal humans, so perhaps the cat heard something.

Connecting these three events – the cat, the student, and Kawajiri turning off the music – Hiro deduced that the group of four was likely transmitting information about Hiro's winning tiles via some frequency of sound that only Kawajiri or people like him could hear. Having discovered the nature of Kawajiri's cheating, Hiro asked Kishibe to do a few things for him. First, he had Kishibe turn his phone's volume up to the maximum.

South Round 2. Dealer was Mob 2.

Hiro could have counteracted this cheating by playing with his tiles face down to prevent the group behind from seeing, but the parlor's rules prohibited playing with face-down tiles. Hiro's hand was as follows:



Luck was again on Kawajiri's side this round, as he declared Riichi and discarded a 1-Man on the 6th turn. A few turns later, Mob 1 called Chi on a 4-5-6 Man sequence and discarded a 5-Man. After observing Mob 1's tile handling, Hiro deduced his winning tile and deliberately discarded it so Mob 1 could Ron and prevent Kawajiri's Riichi.

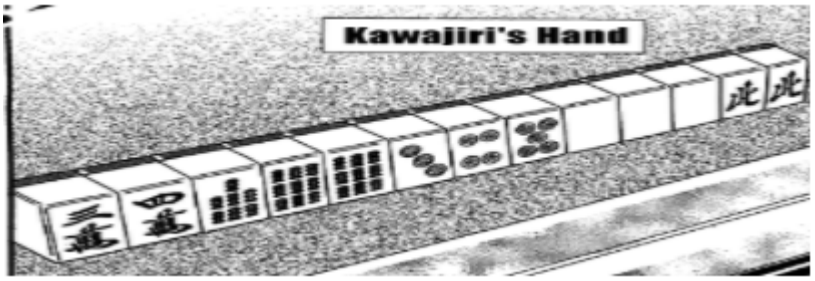
South Round 3. Dealer was Mob 1.

Pressured by the time and the score gap, Hiro tried to complete his hand as quickly as possible. However, Mob 1 accidentally dealt into Kawajiri's winning tile, allowing him to call Ron and boost his score to 38,500 points. Hiro now had only 13,400 points, trailing Kawajiri by 25,100 points. Worse, the next round was the final one. If Hiro couldn't bring Kawajiri's score below his own, he would lose.

(Note: Typically, a mahjong match progression goes from East Round 1 to East Round 4, then South Round 1 to South Round 4, ending there.)

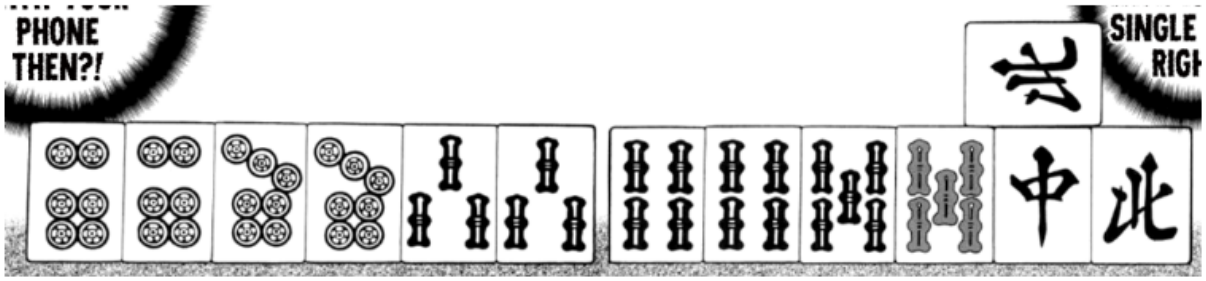
South Round 4. Dealer was Hiro.

For this final round, Kawajiri had a very good hand like this:



On the 10th turn, when Hiro discarded a 5-Man, Kawajiri reached to draw a tile. While drawing, he saw that the tile he was taking was the North. With this North tile, he could hold a triplet of North in his hand. However, before he could completely lift the tile, Mob 1 called Pon on Hiro's 5-Man, forcing Kawajiri to return the North tile to the wall, allowing Hiro to draw it instead.

Hiro's problem in this round was to make Kawajiri believe he still had Hiro's hand figured out, so he would confidently discard Hiro's winning tile. On the 10th turn, Hiro had reached Tenpai with a Chiitoitsu (Seven Pairs) hand, waiting for a single Chun (Red Dragon) as shown below:



Chiitoitsu (Seven Pairs):



Now came the problem. Hiro had just drawn the North tile. Based on Kawajiri's drawing behavior earlier, it was highly likely he knew which tile Hiro had drawn. If Hiro didn't discard the North immediately, Kawajiri would certainly know Hiro had a pair of North. As time passed, if no North tile was discarded, or if one was discarded and Hiro didn't Pon it, Kawajiri would surely deduce Hiro's wait.

Here, Hiro could have proceeded with a plan to disrupt the signal being transmitted to Kawajiri, but he didn't, for two reasons.

First, if he did that, he would have to wait for the Dora tile, which was the Chun. While the Dora could increase his hand's value, the sheer value of the Chun tile would scare Kawajiri into holding his tiles defensively until the end of the match.

Second, Hiro observed the yama (wall of tiles) and noticed a tile with a slightly darker back compared to the others. Following his deduction from the start of the match, he realized this was very likely a red 5. Conveniently, his hand had two pairs of 6-Pin and 7-Pin. Hiro decided to implement his plan.

First, he let Kawajiri's teammate transmit the signal that Hiro was in Tenpai waiting for the Chun. Kawajiri, receiving this information, would combine it with the North tile he knew Hiro had drawn to deduce Hiro's hand was Chiitoitsu (Seven Pairs).

As predicted, Kawajiri's teammate transmitted this information. This forced Kawajiri to discard a 9-Sou, which Mob 1 called Pon for three 9-Sou tiles. At this point, Mob 1 was in Tenpai. Hiro looked at Mob 1's hand and began deducing.



Mob 1 had called Pon on two sets: three 5-Man tiles and three 7-Sou tiles (a total of 6 exposed tiles). In mahjong, a complete hand consists of 4 sets + 1 pair

(14 tiles). With 2 exposed sets (6 tiles), Mob 1 had only 7 hidden tiles left. The structure of these 7 hidden tiles must be: 1 taatsu (waiting shape) + 1 complete set + 1 pair. Looking at his discards, Mob 1 had discarded terminal and near-terminal tiles like 1-Pin, 8-Man, 9-Pin, and honor tiles. From this, Hiro deduced Mob 1's target Yaku was Tanyao (All Simples).

Mob 1 Pon'd 5-Man and had discarded 3-Man and 8-Man. Discarding 3-Man and 8-Man would put any wait involving them into Furiten, so Man suit can be temporarily ruled out as a wait. He Pon'd 7-Sou and had discarded 2-Sou and 6-Sou. The discarded 6-Sou immediately eliminates waits like 3-6 and 6-9 (since waiting on these would be Furiten). Since three 7-Sou tiles are exposed, waits like 4-7 and 5-8 are also impossible. This leads to Conclusion 1: The Man and Sou suits cannot have a valid double-sided wait.

Now, only the Pin suit remains. Look at the Pin tiles discarded: 1, 2, 4, 9 Pin. In mahjong, if you discard a tile, you cannot call Ron on any tile that completes a wait including it, due to the Furiten rule. Let's test the six possible double-sided waits for the Pin suit against these discards:

- 1-4: Eliminated (Furiten due to 1, 4)
- 2-5: Eliminated (Furiten due to 2)
- 3-6: Eliminated (Requires a 4-5 taatsu, but 4-Pin was discarded)
- 4-7: Eliminated (Furiten due to 4)
- 5-8: Valid (No 5, 6, 7, or 8 Pin in the discards)
- 6-9: Eliminated (Furiten due to 9)

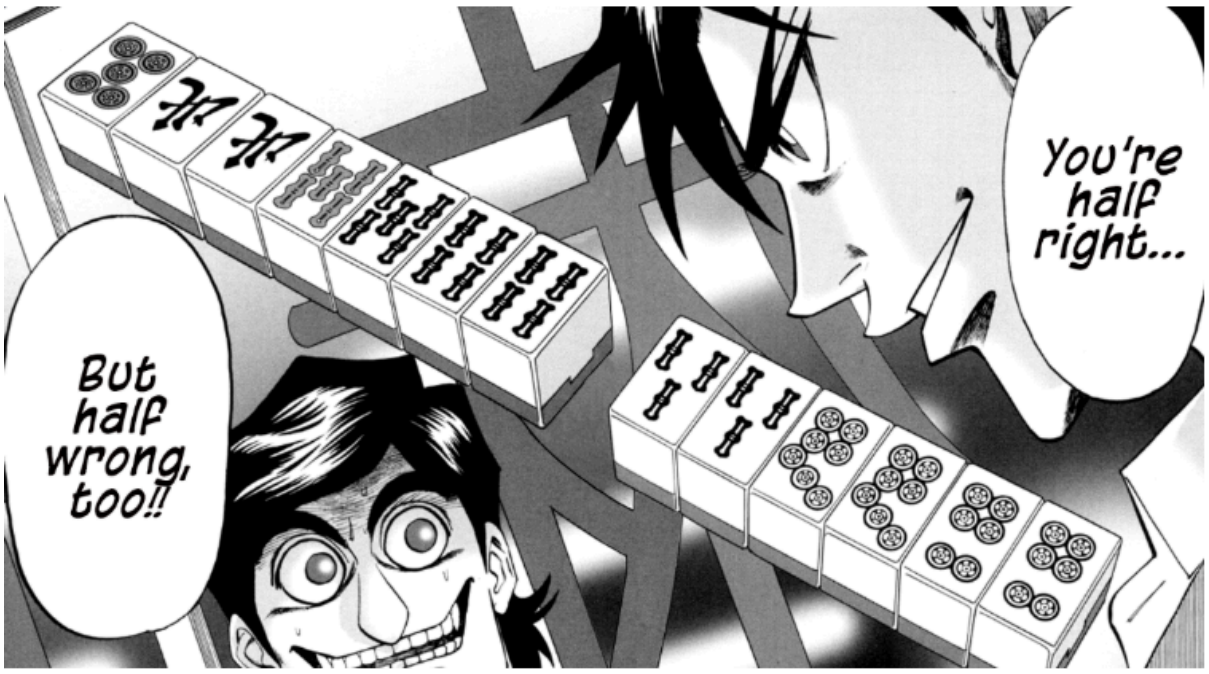
After a few more turns, Mob 1 discarded the Chun, but Hiro didn't call Ron. Instead, he drew the red 5 he had predicted earlier and discarded his own Chun. At that exact moment, timing it perfectly, Hiro called Kishibe's phone, causing loud music to blare and disrupt the signal from Kawajiri's accomplice.

Losing the signal, Kawajiri glanced at his accomplice, asking him to send it again. However, Kishibe had timed it perfectly and caught the accomplice using the device red-handed. Kishibe confronted Kawajiri, who had to pretend not to know the group and continue playing, now unaware of the tile Hiro had just drawn.

The tile Hiro had drawn earlier was precisely a red 5-Pin. At this point, the basic trap for Kawajiri was complete. He knew the red 5 tile had a slightly different back color. When Kawajiri recognized the differently colored tile, he would immediately realize Hiro was holding the red 5-Pin. With the preconceived notion about Hiro's hand that Hiro had deliberately shown him earlier, Kawajiri now fully believed Hiro's current hand was Chiitoitsu (Seven Pairs) waiting for a single 5-Pin.

To end the hand quickly, Hiro predicted Kawajiri would rather deal into Mob 1's cheaper hand to finish the round fast. As the hand neared its end, Kawajiri could deduce Mob 1's wait using the Suji elimination method and realize Mob 1 was waiting on 5-8 Pin. Since Kawajiri thought the 5-Pin was Hiro's sole winning tile, he would discard the 8-Pin.

Everything went as Hiro predicted. Kawajiri discarded the 8-Pin, and Mob 1 called Ron. However, since this was commercial mahjong (played for entertainment), the rule allowed multiple players to Ron the same person. Hiro called Ron as well, winning with the following hand:



Pinfu (1 han) + Ipeikou (Pure Double Sequence) (1 han) + 2 Red Dora = 4 han, worth 12,000 points, plus the 2,000 points from Mob 1. Hiro's score rose to 25,400 points, while Kawajiri dropped to 24,500 points, ending the match.

Hiro had cleverly used Kawajiri's own cheating method against him, locking in the false perception of Hiro's hand in his mind, skillfully disrupting the cheating device at the right moment, using the information about the red 5-Pin from the beginning of the match, and simultaneously reading Mob 1's hand to align his winning tile with Mob 1's wait, setting up a perfect Double Ron.